

PRIMA[®] OFFICIAL GAME GUIDE

ONLY FOR THE PC!

DROP STATS ☒
FULL COLOR MAPS ☒
DESIGNER STRATEGY ☒

Visit us online at primagames.com

Dark Age of Camelot[™] CATACOMBS[™]



MYTHIC
ENTERTAINMENT

This game has received the following rating from the ESRB



Dark age of Camelot

CATACOMBS

PRIMA Official Game Guide

Prima Games

A Division of Random House, Inc.

3000 Lava Ridge Court, Roseville, CA 95661

1-800-733-3000

www.primagames.com



An Incan
Monkey God
Studios
Production

Credits

Written and Compiled by

Chris McCubbin, Steve Lundquist & Mike Lescault

Mythic Class Histories by

Matt Daniels

Mythic Catacombs Histories by

Jennifer Hicks

Additional Material by

Shaun Bennett, Doug Blakeslee, Debra Carver, David Coley, Cindy Perez, Marc Quesnel, Allen McMillan, Justin Parks, Christina Townsend, Rebecca Vogan, Shawn Williams

Editor and Stat Wrangler

David Ladyman

Book Design

Raini Madden

Layout

Raini Madden, True Hardt, David Ladyman

Maps

Linda "Brasse" Carlson & Andrew "Kallisti CollidesWithTrees" Prentiss

Game Artists

Mike Crossmire Lead Technical Artist

Chris Ondrus Lead Figure Artist

Mat Weathers Lead Concept Artist

Greg Grimby Lead World Artist

CHARACTER ART: Lucas Hardi, Adam Gershowitz,

Chris Woodum, Jeremy Dale, Paul Pham,

Arturo Pulecio, Sam Sharit, Ben Mathis

INTERFACES: Rich Sisson

WORLD ART: Susan Townsend, Russell Chamier,

Peter Lipman, Diego Rivera, Charlie Shenton,

Kevin Boehm, Brian Traficante, Ralph Thompson

Thanks for Lots of Help with the Guide!

Sanya Thomas, Destin Bales, Chris Ondrus, Lance Robertson,

Melissa Hatch, Linda Robbins, KC Peden, Yvonne Bridges,

Chris Rabideau, Jennifer Hicks, Mike Barr

Thanks to our DAoC Player Panel

Todd "geu_rock" Anderson, Shaun "Ranorian" Bennett,

Donna "Esana Silverleaf" Blea, Doug "Simms" Blakeslee,

Debra "Saphineea" Carver, Andy "Gargarus" Casey,

Ryan "Fandaga" Cohen, David "Devanchya" Coley,

Marc "Dodger" Doland, Andrew "Fuirod" Ketterman,

Devon "Shijima" LaForet, Christopher "Gramalkin" Langley,

Robert "revbev" Laurent, Steve "Larian LeQuella" Lundquist,

Brena "Reilm" MacDowell, Dave "J3ulseye" Maynor,

James "Tentoes" McAviney, Allen "Gwuldan" McMillan,

John "Mourmen" Miller, Cindy Perez, Marc "Biggs" Quesnel,

Heather "Orleana" Rothwell, Jim "Oakliel" Rothwell,

Chad "Kauth" Schnlenker, Chris "Schnellere" Schneller,

Christina "Mirialde" Townsend, Thomas "Mystery" Valley,

Jeffery D Vogan, Rebecca "Shiobahn" Vogan,

Christopher "Haelmorn" Yates



The Prima Games logo is a registered trademark of Random House, Inc., registered in the United States and other countries. Primagames.com is a registered trademark of Random House, Inc., registered in the United States.

© 2004 by Prima Games. All rights reserved. No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage or retrieval system without written permission from Prima Games. Prima Games is a division of Random House, Inc.

Product Manager: Damien Waples

© 2001-2004 Mythic Entertainment, Inc. All rights reserved. Mythic Entertainment, the Mythic Entertainment logo, "Shrouded Isles," "Foundations," "Trials of Atlantis," "New Frontiers," "Catacombs" and "Dark Age of Camelot" and the stylized Celtic knot are trademarks or registered trademarks of Mythic Entertainment, Inc. in the U.S. and/or other countries. Windows and DirectX are trademarks or registered trademarks of Microsoft Corporation in the U.S. and other countries. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks are the property of their respective owners.

All products and characters mentioned in this book are trademarks of their respective companies.

Please be advised that the ESRB rating icons, "EC," "K-A," "E," "T," "M," "AO" and "RP" are copyrighted works and certification marks owned by the Entertainment Software Association and the Entertainment Software Rating Board and may only be used with their permission and authority. Under no circumstances may the rating icons be self-applied or used in connection with any product that has not been rated by the ESRB. For information regarding whether a product has been rated by the ESRB, please call the ESRB at 1-800-771-3772 or visit www.esrb.org. For information regarding licensing issues, please call the ESA at (212) 223-8936. Please note that ESRB ratings only apply to the content of the game itself and does NOT apply to the content of this book.

Important:

Prima Games has made every effort to determine that the information contained in this book is accurate. However, the publisher makes no warranty, either expressed or implied, as to the accuracy, effectiveness, or completeness of the material in this book; nor does the publisher assume liability for damages, either incidental or consequential, that may result from using the information in this book. The publisher cannot provide information regarding game play, hints and strategies, or problems with hardware or software. Questions should be directed to the support numbers provided by the game and device manufacturers in their documentation. Some game tricks require precise timing and may require repeated attempts before the desired result is achieved.

ISBN: 0-7615-4949-8

Library of Congress Catalog Card Number: 2004114246

Printed in the United States of America

04 05 06 07 AA 10 9 8 7 6 5 4 3 2 1



Incan Monkey God Studios and the IMGS logo are trademarks of IMGS, Inc. www.incanmonkey.com • www.mogonline.com

Shaun "Ranorian"
BennettDoug "Simms"
BlakesleeDebra "Saphineea"
CarverLarian LeQuella of
Armin at TreanidBrena "Bellm"
MacDowellAllen "Gwuldan"
McMillanChris "Schnellere"
SchnellerChristina "Mirialde"
TownsendRebecca "Shiobahn"
VoganShawn "Kwip"
Williams

OUR CARTOGRAPHERS

Andrew "Kallisti
Collides With Trees"
PrentisLinda "Brasse"
Carlson

Table of Contents

About This Guide 7

MOB Keys 7

What's New in Catacombs

INSTANCING 8

ZURULITE 9

CHARACTER CUSTOMIZATION 9

Catacombs Main Dungeons

ALBION

The Abandoned Mines	10
Deadlands of Anwn	12
The Frontlines	14
Glashtin Forges	16
Inconnu Crypt	18
Lower Crypt	20
The Otherworld	22
Roman Aqueducts	24
Underground Forest	26
The Darkspire	28

MIDGARD

The Abandoned Mines	30
Burial Grounds	32
Deadlands of Anwn	34
The Frontlines	36
Glashtin Forge	38
Kabold Undercity	40
Nythheim	42
The Otherworld	44
Underground Forest	46
The Darkspire	48

HIBERNIA

The Abandoned Mines	50
Deadlands of Anwn	52
The Frontlines	54
Glashtin Forge	56
The Otherworld	58
The Queen's Labyrinth	60
Shar Labyrinth	62
Underground Forest	64
Veil Rift	66
The Darkspire	68

New Frontiers Zones

ALBION

Forest Savage	70
Hadian's Wall	72
Pennine Mountains	74
Snowdonia	76

MIDGARD

Jamtland Mountains	78
Dain's Gate	80
Uppland	82
Yggdra Forest	84

HIBERNIA

Breifne	86
Cruachan Gorge	88
Ermon Macha	90
Mount Callory	92

SEAS

Irish Sea	94
North Sea	95

DUNGEONS

Passage of Conflict	96
Summoner's Hall	97

NEW FRONTIERS UPDATE 98

RvR Notes

PASSAGE OF CONFLICT 99

DARKNESS FALLS 100

DO UNTO OTHERS BEFORE
THEY DO UNTO YOU! 101

Zone Notes

ALBION

The Abandoned Mines	104
Deadlands of Anwn, The Frontlines	105
Glashtin Forge, Inconnu Crypt	105
Lower Crypt	106
Roman Aqueducts	107
Underground Forest, The Otherworld	108
The Darkspire, Instanced Adventure Wings	109

MIDGARD

Abandoned Mines, The Burial Grounds	111
The Frontlines, Kabold Undercity	112
Nythheim, Underground	113
Instanced Adventure Wings	114

HIBERNIA

The Abandoned Mines, The Glashtin Forge	115
Shar Labyrinth, Underground Forest	116
The Veil Rift	117
Instanced Adventure Wings	118

Darkspire Loot Lists

ALBION 119

MIDGARD 124

HIBERNIA 128

Instanted Adventure Wings

ALBION

The Arena	(from Catacombs of Canova)	134
The Beastmaster's Den	(from Tepok's Mine)	134
The Betrayer's Den	(from Keltoi Fogu)	135
Deliah's Sanctuary	(from Stonehenge Barrows)	135
Depths of Despair	(from Possessed Inconnu)	136
Forges of Flame	(from Glashin Forge)	136
Goblin's Cookery	(from Tepok's Mine)	137
The Hall of Resawakening	(from Tomb of Mithra)	137
The Hidden Crypt	(from Tomb of Mithra)	138
Lair of Doom	(from Catacombs of Canova)	138
Lair of the Exiled	(from Abandoned Mines)	139
The Lost Wing	(from Stonehenge Barrows)	139
Maze of Tribulation	(from The Otherworld: The Queen's Labyrinth area)	140
The Plutonian Shore	(from Roman Aqueducts)	140
The Realm of the Damned	(from Lower Crypt)	141
The Ritual Hall	(from Keltoi Fogu)	141
Shahs of the Tenebrae	(from Abandoned Mines)	142
The Smelting Pot	(from Glashin Forge)	142
Snarg's Grotto	(from The Frontlines: Nytheim area)	143
Snyblen's Lair	(from Roman Aqueducts)	143

MIDGARD

Arachnid's Labyrinth	(from Spindelhallo)	144
The Burrow	(from Varulhamm)	144
Caverns of Madness	(from Nytheim)	145
The Cursed Lair	(from Varulhamm)	145
Den of Bones	(from Vendo Cave)	146
The Haunted Halls	(from Abandoned Mines)	146
Jansberg's Hideout	(from Burial Grounds)	147
Liche's Urnrest	(from Cursed Tomb)	147
Lios's Eternal Rest	(from Cursed Tomb)	148
The Lost Burrow	(from Vendo Cave)	148
Lost Passages	(from The Otherworld: The Queen's Labyrinth area)	149
Manik's Workroom	(from Glashin Forge)	149
The Master's Lair	(from Spindelhallo)	150
Nisse's Retreat	(from Nisse's Lair)	150
Passage of Echoes	(from Nytheim)	151
Rebel Half Orc Lair	(from Abandoned Mines)	151
Thieves Den	(from Burial Grounds)	152
Tornie Prison	(from Nisse's Lair)	152
Unrestful Tomb	(from Deadlands of Annu: Lower Crypt area)	153
Volak's Crucible	(from Glashin Forge)	153

HIBERNIA

The Ancient's Retreat	(from Treibh Caillie)	154
Blathnai's Refuge	(from The Veil Rift)	154
The Brawler's Den	(from Koolthin Tribal Caverns)	155
Broken Mirrors	(from The Veil Rift)	155
The Deep	(from The Frontlines: Nytheim area)	156
Felena's Sorrow	(from Koolthin Tribal Caverns)	156
The Forgotten Vein	(from Coruscating Mines)	157
The Goblin Workshop	(from Glashin Forge)	157
Hammer Hugak's Smithy	(from Glashin Forge)	158
Inner Sanctum	(from Deadlands of Annu: Lower Crypt area)	158
Maze of Madness	(from The Queen's Labyrinth)	159
The Pit of Despair	(from Coruscating Mines)	159
Rise of the Spragons	(from Spraggon Den)	160
Rugnog's Haven	(from Abandoned Mines)	160
Serf's Folly	(from Muire Tomb)	161
The Shaman's Inner Sanctum	(from Treibh Caillie)	161
The Shattered Lands	(from The Queen's Labyrinth)	162
The Steward's Crypt	(from Muire Tomb)	162
The Warrens	(from Spraggon Den)	163
The Wolves Den	(from Abandoned Mines)	163

Dungeon Task Dungeons

ALBION TASK DUNGEONS

Bural Tomb (1-10)	164
The Lost Lair (11-20), Deserted Grounds (21-30)	165
Unhallow Grounds (31-40), The Sundered Tombs (41-50)	166

MIDGARD TASK DUNGEONS

Damp Cavern (1-10)	167
Stone Confinement (11-20), Concealed Guardhouse (21-30)	168
Hidden Lair (31-40), Underground Tunnel (41-50)	169

HIBERNIA TASK DUNGEONS

The Cursed Burrow (1-10)	170
Dusty Tomb (11-20), Dark Cavern (21-30)	171
Enclosed Tunnel (31-40), Unused Mine (41-50)	172

New Classes

HIBERNIA: VAMPIRE & BAINSHIEE

Bainshee Designer's Guide	175
Strategies	179
Player's Perspective	181
Vampire Designer's Guide	183
Strategies	189
Player's Perspective	191

ALBION: HERETIC

Heretic Designer's Guide	193
Strategies	199
Player's Perspective	201

MIDGARD: VALKYRIE & WARLOCK

Valkyrie Designer's Guide	203
Strategies	206
Player's Perspective	207
Warlock Designer's Guide	210
Strategies	214
Player's Perspective	217

Player Housing 219

What Has Gone Before

LEGENDS OF ALBION

Roman Aqueducts	222
History of the Inconnu Crypt	223
Deadlands of Annu	224
Underground Forest	226

SAGAS OF MIDGARD

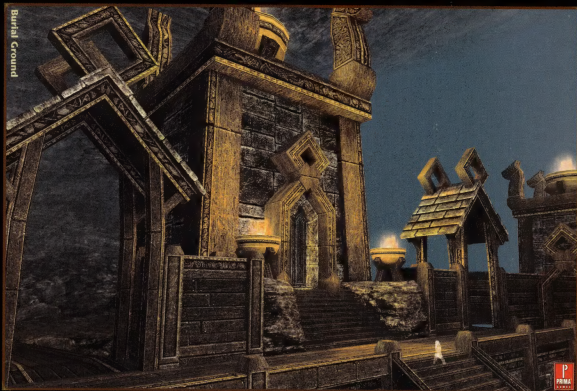
Bural Grounds	228
The History of the Kabold Undercity	229
Nytheim, Possessed Kabold City	231
The Frontlines	232

LAYS OF HIBERNIA

History of the Veil	233
The Otherworld, and How the Labyrinth Came to Be	234
The History of the Shar Labyrinth	235
The Queen's Labyrinth (Possessed Shar City)	236
Glashin Forges	237

Kwip's Humor: New Faces 238

Burial Ground



Clip these images and put them into Mythic's Picture Frame Mousepad (<http://www.mythicstore.com>).

Incomat Crypt



Stonehenge Barrows Update



Clip these images and put them into Mythic's Picture Frame Mousepad (<http://www.mythicstore.com>).

Underground Forest



About this Guide

Welcome to **Dark Age of Camelot: Catacombs**. What you hold in your hands is the culmination of months of effort to get you the best possible information from a player's perspective. As with any Massive Online Game (MOG) set in a persistent world, changes are always occurring. We have tried to give you the core information that will be useful no matter what changes occur, but we remind you that you need to check the "patch notes" to be 100% informed on the current state of the game.

With a game as big as **Dark Age of Camelot** (and it gets bigger each year), it's impossible to capture everything in one volume, unless you want to put *War and Peace* to shame. The players and panelists who put this guide together are working under the assumption that if you're reading this, you are somewhat familiar with MOGs in general, and **Dark Age of Camelot** in particular. If you need more information on playing the game, Mythic has set up a wonderful web page at <http://cameloterald.com> that can guide you through some of the more elementary concepts of the game. There are also several previous Prima guides that help describe the game. And if all that fails, there are in-game sources of help through the help menus and in-game advisors. Finally, there are many fan-run websites with bulletin boards where you can post questions and get answers. This book is going to focus on **Catacombs** (with an occasional side glance at some of the game's other high-level supplements, **New Frontiers** and **Foundations**) and what **Catacombs** has introduced to the game.

So exactly what is this book about? We will cover the five new classes introduced to the game with general strategy guides and discussions for those classes. We'll cover all the new areas you have to explore, and give you hints on how to hunt these areas for fame and fortune. There are stats for significant new monsters you will face in your travels, including drop and treasure info for key figures.

We also have maps for the new zones from the **New Frontiers** expansion that was released last summer, since these maps have only been published electronically prior to this. We'll also throw in some tips on the highlight of **Dark Age of Camelot**: Realm versus Realm warfare. We have a discussion of getting the most out of player housing, introduced in the **Foundations** free expansion. There may not be a whole lot of strategy to owning a house, but there actually are things you can do to improve your position.

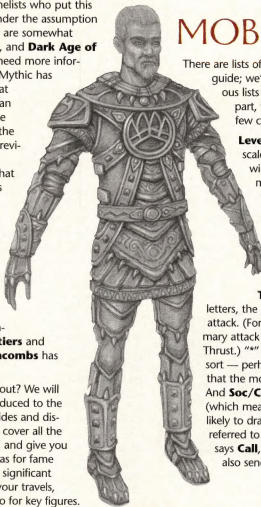
So again we welcome you to **Dark Age of Camelot: Catacombs**. Keep in mind, this is only a guide. While we give many suggestions, we do not claim to offer not some sort of immutable codification of laws. The most important thing is that you have fun, and do things the way you want to.

MOB Keys

There are lists of mobs scattered throughout the guide; we're giving the key here for all the various lists in the rest of the book. For the most part, the stats are obvious, but here are a few clarifications.

Level lists the mob's level. **Aggro** is on a scale from 1 to 100. 100 means the mob will attack anytime it notices you; 1 means it will rarely attack you unprompted. "-" means it will never attack you first. **Attack Speed (Atk Sp)** gives a rough idea of how many seconds it will take between attacks; however, remember that slower mobs tend to hit harder.

Attack lists whether its attack is a **Thrust**, **Slash** or **Crush**. If there are two letters, the mob has a primary and secondary attack. (For example, "S/T" means the mob's primary attack is a Slash, and its secondary attack is a Thrust.) "-" means that the attack is some other sort — perhaps a spell. **Evade** lists the chance that the mob will avoid your attack completely. And **Soc/Call** lists whether the mob is **Social** (which means that if the mob enters combat, it's likely to draw other similar mobs with it — often referred to as "BAF," or Bring a Friend). If this says **Call**, not only is the mob Social, but it will also send out a call for help if it's about to die.



What's New in Catacombs

Dark Age of Camelot: Catacombs introduces the player to homelands of the Realms' "subterranean" races. For the Midgard realm, that's the lovable Kobold, for Albion it's the Inconnu, and in Hibernia, we find the home of the Shar. Additionally, each of the realms have learned how to expand their professions. Midgard has found that they can choose to be Warlocks or Valkyries. Hibernians can elect to be a Bainshee or a Vampire. The Albions have the way of the Heretic open to them. For Midgard and Hibernia, the Valkyrie and the Bainshee are only open to the females who can pursue that particular class. The homelands of each of these realms open up into many areas that the player can explore. Each area will be detailed further, later in this guide.

Not only are there many new areas to explore, but now you can have these new areas to yourself through the "instancing" of dungeons. This is a concept that allows different people or groups to open up a zone just for themselves and their hunting party. In these instanced areas, you will find a valuable new material called Aurulite. Finally, you can get new dungeon tasks that will aid you in gaining experience and levels.

In addition, **Catacombs** introduces a whole new graphics engine that looks stunning, and allows for much more visual customization of your character. The new zones feature all-new artwork, and much of the old world of **Dark Age of Camelot** has received a stunning visual upgrade — particularly the monsters you encounter in your travels. Sounds have also been tweaked and upgraded to further aid your immersion in the world on your screen.



Decisions, decisions ...

CATACOMBS IN A NUTSHELL

The previous expansions to **Dark Age of Camelot** have focused more on gathering together large armies of players to accomplish intricate and complicated tasks and objectives. **Catacombs** is a departure from challenging large groups of players, and lets the individual, or a small group, accomplish meaningful goals. Not only that, but **Catacombs** lets people receive experience in bursts, through numerous mini-quests and dungeon tasks. Even those players who are limited in the amount of time they can log on should find rewarding and fulfilling experiences to take part in.

Catacombs introduces over 450 new quests, some of which are mini-quests — really just quests that are much smaller in scope than the standard quests players are used to. Mini-quests can usually be completed by a solo player, and range from Level 1 to 49. The rewards are limited to experience and a small amount of coin.

INSTANCING

Think of instancing as the ability to reserve a wing of a dungeon for yourself and your hunting party. You will find many doors in dungeons that lead to new places. These new places are your own private wing to adventure. The monsters and the level of the monsters will be along the same lines as the ones outside the instanced areas, that everyone has access to. Each of the instanced areas may be associated with a dungeon task and, of course, you have the opportunity to collect Aurulite in these areas.

The maximum number of players you can have in an instanced area is eight. That is a full group. You can of course have fewer people. Each instanced area will adjust, within reason, to the number of people in your group and their levels. This doesn't mean that a Level 50 player will find an instanced dungeon that will challenge him in the "starter" dungeons geared for Level 10 players; each instanced dungeon can only adjust so much. Upon entering an instanced dungeon, you should receive a message letting you know how difficult it is, so you can better gauge the challenge you are about to face. If you should die in an instanced dungeon, your gravestone will appear at the entrance door of that instanced dungeon. Once you are in an instanced dungeon, as long as you have room, you should be able to invite new members into your group and, upon entering the correct door,

they should zone into your instanced dungeon. If you go link-dead, the game saves your progress for five minutes. After that time, if you are solo, you will no longer have an instanced wing available until you "create" another one. If you are grouped, the new group leader will have to invite you back in so you can zone into the instanced wing.

Associated with each instanced dungeon in the classic dungeons are dungeon tasks. Each dungeon task is also scaled to the level of the player, and can be as simple as kill this one creature, or kill a specific number of a certain type of monster, or to clear out the entire small dungeon. You will find the givers of these dungeon tasks in towns scattered throughout the realms. Look for the Task Masters! These dungeon tasks start at Level 1, and can take you all the way to Level 50. Again, the rewards for these are experience and some coin. You must of course complete each task in one gaming session; they do not save when you log out.

AURULITE

If you're familiar with the seals that are used as money in Darkness Falls, then you already understand Aurulite. Aurulite can only be found in the instanced dungeons. There are not different levels of Aurulite like there are of seals in Darkness Falls, but rather the higher level an item is, the more Aurulite it will cost. Not only that, but with **Catacombs**, you will have access to several new bonuses on armor and weapons. These new bonuses only apply to Player versus Environment, not in Player versus Player or Realm versus Realm. This is an important point, so it bears repeating; *these new bonuses only apply to Player versus Environment, not in Player versus Player or Realm versus Realm*. Some of these new bonuses are:

Spryness. Increases chance to evade.

Deflection. Increases chance to parry.

Defensive. Increases chance to block.

Reactionary. Increases damage from reactionary styles.

Experience Loss Reduction. Reduces amount of XP lost from a PvE death.

Negative Effect Reduction. Reduces the effect of any negative effects in PvE.

Experience Bonus. Bonus to experience gained while hunting in PvE.

Ablative. A passive ablative based on the percentage that immediately negates a percentage of a monster's attack.

Bladeturn Reinforcement. Gives a percent chance that Bladeturn will not break when attacked by a monster.

The only place to purchase these new armors and weapons is in the capital city zones for each of the "subterranean" races. When you see the appropriate vendors, though, there will be no question as to what they are selling.

CHARACTER CUSTOMIZATION

Character customization is so detailed now that it takes two steps. The first step is the one you are generally familiar with, where you pick your race, base class, sex and name, and distribute starting points. After that, though, you get to look much more closely at your character's face; you start with the general face, then you have sliders that can adjust your eye size, lip size, ear size, jaw size or other features specific to your character's race. You also can pick from several hairstyles. Along with these choices, you can customize skin-tone, eye color, and hair color. Finally, there is the ever familiar height choice.



Something else to keep in mind is that your starting location is just one of two towns — either in the classic realm near the capital city, or the main town in the Shrouded Isles area. This should make it much easier for you to get together with your friends if you are just starting out.

Main Dungeons

ALBION MAIN DUNGEONS

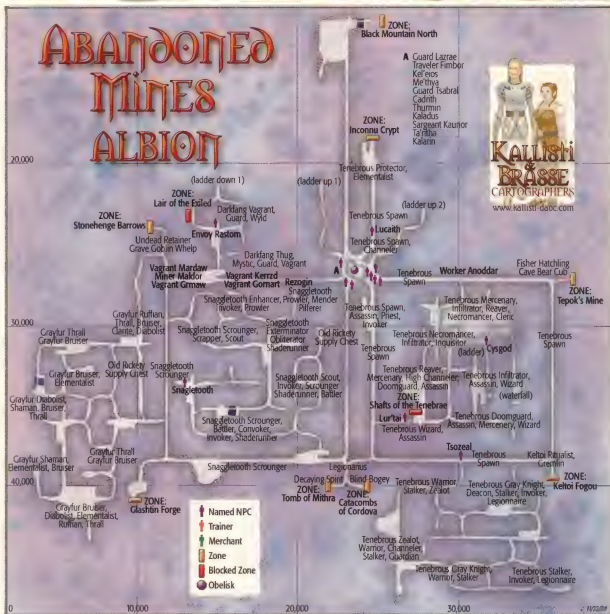
Abandoned Mines

MOB	LEVEL	AGGRO	ATK SP	ATTACK	EVASD	SOQ/CA
big dark glowies	51	-	3.8	S	-	-
Blaine	50	-	3.0	S	-	-
blind boogey	30	-	3.0	T/T	-	Soc.
Cadriith	25	-	1.0	S	-	-
Caradan	50	-	3.0	S	-	Soc.
cave bear cub	16	-	3.8	S	-	Soc.
Cysgod	32	99	3.8	*/*	20%	Soc.
darkfang apprentice	16	-	4.5	C	-	Soc.
darkfang guard	18	-	3.2	S	-	Soc.
darkfang mystic	17	-	3.5	C	-	Soc.
darkfang thug	18	-	5.2	S	-	Soc.
darkfang vagrant	15,18	-	2.5	S/T	5%	Call
darkfang wyld	17	-	4.5	C	-	Soc.
decaying tomb raider	36	80	3.8	S/S	-	Soc.
Engineer Llancaue	50	-	3.0	S	-	-
Envoy Rastom	30	-	1.0	T	-	Soc.
fisher hatchling	17	-	3.7	S	-	Soc.
glashtin attendant	28	55	3.5	C	-	Soc.
glashtin surveyor	27	55	3.5	C	-	Soc.
glashtin watchman	26	55	3.5	S	3%	Soc.
glowies	51	-	3.8	S	-	-
grave goblin whelp	32	1	3.6	T/T	1%	Call
Grayfur	27	30	3.2	S	5%	Call
grayfur bruiser	22,24	30	3.2	S	-	Soc.
grayfur clanite	21,23	30	5.2	C	-	Soc.
grayfur diabolist	23,26	30	4.5	C	-	Soc.
grayfur elementalst	19,21	30	4.5	C	-	Soc.
grayfur ruffian	18,20	30	2.5	T/T	5%	Soc.
grayfur shaman	20,22	30	3.5	C	-	Soc.
grayfur thrall	17	-	5.2	C	-	-
gremlin	20	50	3.8	C	-	-
Hastener	50	-	3.0	S	-	-
Kaladus	25	-	1.0	S	-	-
Kalarin	48	-	1.0	S	-	-
Ke'eros	50	-	3.0	S	-	Soc.
keltai ritualist	23	50	3.8	C	-	Soc.
legionarius	29	50	3.5	T/T	-	Soc.
lesser tenebrous spawn	13,28	99	3.8	*/*	10%	Soc.
Lucath	50	-	3.0	S	-	-
Lur'tai	25	-	1.0	S	-	-
Lur'tai	34	100	3.8	*/*	10%	Soc.
Mardelen	25	-	1.0	S	-	-
Me'thya	50	-	3.0	S	-	Soc.
Miner Maldor	20	-	1.0	S	-	-
Sergeant Kauror	50	100	2.0	S	-	-
Snaggleteeth	37	25	3.7	S/S	3%	Soc.
snaggleteeth battler	28	25	3.4	S/S	3%	Soc.

MOB	LEVEL	AGGRO	ATK SP	ATTACK	EVASD	SOQ/CA
snaggleteeth convoker	30	25	3.4	S/S	3%	Soc.
snaggleteeth enhancer	31	25	3.4	S/S	3%	Soc.
snaggleteeth exterminator	32	25	5.2	S/S	3%	Soc.
snaggleteeth invoker	27	25	3.4	S/S	3%	Soc.
snaggleteeth mender	28	25	3.4	S/S	3%	Soc.
snaggleteeth obliterator	33	25	3.4	S/S	3%	Soc.
snaggleteeth pilferer	29	25	3.4	S/S	3%	Soc.
snaggleteeth prowler	29	25	3.4	S/S	3%	Soc.
snaggleteeth scout	26	25	3.4	S/S	3%	Soc.
snaggleteeth scrapper	26	25	3.4	S/S	3%	Soc.
snaggleteeth scrounger	18	-	3.4	S/S	3%	-
snaggleteeth scrounger	22	5	3.4	S/S	3%	Soc.
snaggleteeth shaderunner	31	25	3.4	S/S	3%	Soc.
Spectator	50	-	3.0	S	-	-
Ta'n'tha	50	-	3.0	S	-	Soc.
tenebrous assassin	27	99	3.8	*/*	15%	Soc.
tenebrous blue hand	15	99	3.8	*/*	25%	Soc.
tenebrous cabalist	30	99	3.8	*/*	10%	Soc.
tenebrous channeler	16	-	3.8	*/*	10%	-
tenebrous channeler	20	-	3.8	*/*	10%	Soc.
tenebrous channeler	23	99	3.8	*/*	10%	Soc.
tenebrous cleric	29	80	3.8	*/*	10%	Soc.
tenebrous creator	20	99	3.8	*/*	10%	Soc.
tenebrous curate	15	99	3.8	*/*	10%	Soc.
tenebrous deacon	24	99	3.8	*/*	10%	Soc.
tenebrous doomguard	27	99	3.8	*/*	5%	Soc.
tenebrous elementalst	15	99	3.8	*/*	10%	Soc.
tenebrous gray knight	24	99	3.8	*/*	10%	Soc.
tenebrous guardian	23	99	3.8	*/*	10%	Soc.
tenebrous high channeler	29	99	3.8	*/*	10%	Soc.
Tenebrous Hound	15	99	3.5	T/S	1%	Soc.
tenebrous imbuer	15	99	3.8	*/*	10%	Soc.
tenebrous infantryman	15	99	3.8	*/*	10%	Soc.
tenebrous infiltrator	29	80	3.8	*/*	20%	Soc.
tenebrous invoker	25	99	3.8	*/*	10%	Soc.
tenebrous legionnaire	25	99	3.8	*/*	10%	Soc.
tenebrous lord channeler	30	99	3.8	*/*	10%	Soc.
tenebrous mercenary	28	80	3.8	*/*	10%	Soc.
tenebrous necromancer	30	80	3.8	*/*	10%	Soc.
Tenebrous Packmaster	18	99	3.8	*/*	10%	Soc.
tenebrous prelate	20	99	3.8	*/*	10%	Soc.
tenebrous priest	26	99	3.8	*/*	10%	Soc.
tenebrous protector	15	99	3.8	*/*	10%	Soc.
tenebrous reaver	20	99	3.8	*/*	10%	Soc.
tenebrous reaver	30	80	3.8	*/*	20%	Soc.
tenebrous soldier	20	99	3.8	*/*	10%	Soc.
tenebrous spawn	16,23	-	3.8	*/*	10%	Soc.

ABANDONED MINES ALBION

**KALLISTI
&
BRASSE**
CARTOGRAPHERS
www.kallisti-brasse.com



tenebrous spellbinder	20	99	3.8	*/*	10%	Soc.	Track Master Kirs	50	-	3.0	S	-	-
tenebrous stalker	23	99	3.8	*/*	10%	Soc.	Traveler Fimbor	50	-	3.0	S	-	-
tenebrous warrior	22	99	3.8	*/*	10%	Soc.	undead retainer	37	80	3.8	C/S	-	Soc.
tenebrous watcher	26	99	3.8	*/*	10%	Soc.	Vagrant Gornal	26	-	2.5	S/T	5%	Soc.
tenebrous wizard	28	80	3.8	*/*	10%	Soc.	Vagrant Gmrow	22	-	2.5	S/T	5%	Soc.
tenebrous zealot	22	99	3.8	*/*	10%	Soc.	Vagrant Kerzid	26	-	2.5	S/T	5%	Soc.
Thurmin	45	-	1.0	T	-	-	Vagrant Mardow	22	-	2.5	S/T	5%	Soc.
Timekeeper Prath	50	-	3.0	S	-	-							

Deadlands of Annwn

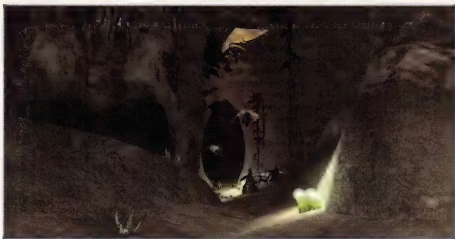
MOB	LEVEL	AGGRO	ATK SP	ATTACK	EVASD	SOC/CA
aberrant phantom	34	50	3.5	*	-	Soc.
afflicted possessed inconnu	34	-	3.5	C	-	-
Alphonse DeMettie	22	-	3.0	C	-	-
ancient tomb spider	38	75	3.6	S	-	Soc.
Arvin	50	-	2.0	S	-	Call
bloated tomb spider	33	75	3.6	S	-	Soc.
Calum Strathers	22	-	3.0	S/T	-	-
canis ater brawler	28	-	2.7	S/S	3%	-
canis ater dam	26	-	2.7	S/S	3%	-
canis ater nursemaid	26	-	2.7	S/S	3%	-
canis ater pup	19,24	-	2.7	S/S	3%	-
canis ater shaman	29	-	2.7	S/S	3%	-
canis ater skirmisher	25	-	2.7	T/T	3%	-
canis ater spearman	25	-	2.7	T/T	3%	-
chipped gargoyle	20	65	2.5	C/C	5%	-
cracked gargoyle	33	65	2.5	C/C	5%	Soc.
crazed phantom	40	50	3.5	*	-	Soc.
Cuzbin	20	-	1.0	S	-	-
decomposing hound	20	65	2.5	S/T	5%	-
demented phantom	36	50	3.5	*	-	Soc.
Eldorm	30	-	1.0	S	-	-
elite krigare	57	80	3.5	T/S	2%	Soc.
elite krigare	59	80	3.5	S/S	2%	Soc.
Emissary Canlen	27	-	3.0	C	-	-
Fa'zelyn	50	-	3.0	S	-	-
ferocious hound	30	65	3.0	S/T	10%	-
Geno	40	-	2.9	C/*	1%	Soc.
genoite	36,38	-	2.9	C/*	1%	Soc.
granite gargoyle	26	65	5.5	C/C	5%	Soc.
Grrr	30	-	2.7	C/*	3%	-
Guard Gannon	45	100	1.0	S	-	Call
Guard Massdan	50	100	3.2	S	-	-
half orc advisor	28	65	3.4	T/T	10%	Soc.
half orc assassin	25	65	3.4	T/T	3%	Soc.
half orc bandit	25	65	3.4	T/T	3%	Soc.
half orc eliminator	26	65	3.4	T/T	3%	Soc.
half orc eradicator	26	65	3.4	T/T	3%	Soc.
half orc executioner	27	65	3.4	T/T	3%	Soc.
half orc overlord	28	65	3.4	T/T	10%	Soc.
half orc overseer	27	65	3.4	T/T	7%	Soc.
haunted animator	35	65	2.9	S/T	-	Soc.
haunted assassin	34	65	2.9	T/*	5%	-

MOB	LEVEL	AGGRO	ATK SP	ATTACK	EVASD	SOC/CA
haunted blackguard	34	65	2.9	T/T	4%	-
haunted deathseeker	37	65	2.9	S/T	-	Soc.
haunted defender of Arawn	38	65	2.9	S/*	4%	-
haunted ecclesiastic	42	65	2.9	C/C	4%	-
haunted entrancer	39	65	2.9	S/T	-	Soc.
haunted lieutenant	35	65	3.4	S/T	5%	Soc.
haunted malefic	40	65	2.9	C/C	4%	-
haunted master spy	36	65	2.9	S/T	10%	Soc.
haunted pathfinder	40	65	2.9	T/T	4%	-
haunted priest of Arawn	38	65	2.9	C/C	4%	-
haunted sergeant	30	65	2.9	S/S	4%	-
haunted spiritist	30	65	2.9	C/C	4%	-
haunted underworld knight	38	65	3.1	S/T	-	Soc.
haunted veteran	37	65	2.5	S/T	5%	Soc.
kaos krigsman	56,58	90	3.2	S/S	2%	Soc.
Landrona	50	-	3.0	S	-	-
Lucint	32	50	3.5	*	-	Soc.
manic possessed inconnu	32	-	3.5	C	-	-
obsidian gargoyle	37	65	2.5	C/C	5%	Soc.
possessed archaeologist	36	65	2.9	T/*	15%	Soc.
possessed digger	40	65	2.9	T/*	15%	Soc.
possessed excavator	38	65	2.9	T/*	15%	Soc.
possessed pickman	42	65	2.9	T/*	15%	Soc.
quartz gargoyle	30	65	5.5	C/C	5%	Soc.
raving phantom	38	50	3.5	*	-	Soc.
Rawr	30	-	2.7	S/S	3%	-
roaming phantom	30	50	3.5	*	-	Soc.
rock gargoyle	22	65	3.5	C/C	5%	Soc.
Salome Igara	22	-	3.2	S/S	5%	Call
Snarl	30	-	2.7	S/S	3%	-
splintered gargoyle	24	65	4.5	C/C	5%	Soc.
Spymaster Quin	45	100	1.0	S	-	-
tomb spider	28	75	3.6	S	-	Soc.
tomb spider hatchling	18	75	3.6	S	-	Soc.
tomb spiderling	22	75	3.6	S	-	Soc.
Tonion	50	-	3.0	S	-	-
tormented possessed inconnu	30	-	3.5	C	-	-
tortured possessed inconnu	17-28	-	3.5	C	-	-
Traveler E'landare	50	-	3.0	S	-	-
wandering phantom	28	50	3.5	*	-	-
Warboss Gornan	27	-	2.7	T/T	3%	-
wayward phantom	32	50	3.5	*	-	Soc.

The Frontlines

MOB	LEVEL	AGGRO	ATK	SP	ATTACK	EVASD	Soc/Ca
Amuth	70	99	4.2	C/C	5%	-	-
crazed deceptor	48	65	2.9	S/T	2%	Soc.	-
crazed elder	50	65	2.9	S/T	2%	Soc.	-
crazed general	50	65	2.9	S/T	15%	Soc.	-
crazed huntsman	49	65	2.9	S/T	2%	Soc.	-
crazed marauder	46	65	2.9	S/T	5%	Soc.	-
crazed monitor of ymir	47	65	2.9	S/T	2%	Soc.	-
crazed runemancer	49	65	2.9	S/T	2%	Soc.	-
crazed savage warrior	48	65	2.9	S/T	2%	Soc.	-
crazed spiritmancer	46	65	2.9	S/T	2%	Soc.	-
crazed tale-spinner	47	65	2.9	S/T	2%	Soc.	-
crypt snake	29	-	4.5	T	-	-	-
energy orb	55	-	4.3	C/C	3%	-	-
fanatical fist of Kelgor	63	65	3.2	S/T	15%	Soc.	-
fanatical hand of Bragi	64	65	2.9	S/T	5%	Soc.	-
fanatical hand of Hel	65	65	2.9	S/T	5%	Soc.	-
fanatical hand of Loki	62	65	2.5	S/T	10%	Soc.	-
fanatical hand of Odin	63	65	2.9	S/T	5%	Soc.	-
fanatical hand of Skadi	62	65	3.1	S/T	5%	Soc.	-
fanatical hand of Tyr	65	65	3.7	S/T	15%	Soc.	-
fanatical hand of Ymir	64	65	2.9	S/T	5%	Soc.	-
fanatical tribal chieftain	63	65	2.9	S/T	5%	Soc.	-
festering hound	55	65	2.9	S/T	10%	Soc.	-
Garetesh	45	99	3.2	S/S	15%	-	-
green blud prisoner	40	-	2.5	T/T	10%	-	-
Gudbrod	44	99	2.5	S/*	10%	Soc.	-
Hulner	60	65	2.9	S/T	5%	Soc.	-
immunis	29	5	3.4	T/T	-	Soc.	-
Josiah the Animator	65	65	2.9	S/T	5%	Soc.	-
Kjellor	65	65	2.7	S/T	15%	Soc.	-
Lurd	42	65	2.6	S/S	10%	-	-
maniacal banemage	62	65	2.9	S/T	5%	Soc.	-
maniacal lord of Sagas	59	65	3.1	S/T	5%	Soc.	-

MOB	LEVEL	AGGRO	ATK	SP	ATTACK	EVASD	Soc/Ca
maniacal master of prey	61	65	2.7	S/T	10%	Soc.	-
maniacal protector of Kelgor	60	65	2.7	S/T	15%	Soc.	-
maniacal runic adept	61	65	2.9	S/T	5%	Soc.	-
maniacal shadow master	60	65	2.6	S/T	10%	Soc.	-
maniacal shamanic visionary	59	65	2.9	S/T	5%	Soc.	-
maniacal skeleton	44	100	3.2	T	-	-	-
maniacal spiritist adept	58	65	2.9	S/T	5%	Soc.	-
maniacal warmonger	58	65	3.2	S/T	5%	Soc.	-
Mordolf	46	65	2.9	C/*	10%	Soc.	-
Mordolf's Madness	46	99	2.9	*	20%	Soc.	-
orb trail	45	-	4.3	C/C	3%	-	-
outcast blackmane seer	42	30	4.5	C	-	Soc.	-
outcast blackmane skulker	42	30	2.5	T/T	5%	Soc.	-
outcast bloodmoon brute	43	30	3.2	S	-	Soc.	-
outcast bloodmoon shaman	43	30	3.5	C	-	Soc.	-
outcast bloody axe archer	43	80	3.8	T	-	Soc.	-
outcast bloody axe brute	42	80	3.8	S	-	Soc.	-
outcast bloody axe healer	41	80	3.8	C	-	Soc.	-
outcast bloody axe scout	40	80	3.8	S	-	Soc.	-
outcast broken tusk howler	43	80	3.8	C	-	Soc.	-
outcast broken tusk mage	41	80	3.8	*	-	Soc.	-
outcast broken tusk shaman	42	80	3.8	C	-	Soc.	-
outcast broken tusk thief	40	80	4.8	S	10%	Soc.	-
Outcast Gnoll Leader	44	30	3.2	S/S	15%	Soc.	-
outcast green blud archer	40	30	2.5	T/S	5%	Soc.	-
outcast green blud warrior	40	30	2.5	S/T	5%	Soc.	-
Outcast Half Orc General	44	80	4.8	S/T	15%	Soc.	-
outcast scratchfoot doomsayer	41	30	4.5	C	-	Soc.	-
outcast scratchfoot howler	41	30	5.2	S	-	Soc.	-
quickstride gargoyle	45	65	2.9	C/C	5%	Soc.	-
savage hound	58	65	2.9	S/T	10%	Soc.	-
Snaekol	48	65	2.9	S/T	10%	Soc.	-



10,000



20,000

30,000

40,000

FRONTLINES ALBION

Outcast Bloody Axe Healer,
Brute, Archer
Outcast Broken Tusk Shaman

Obelisk

Outcast Broken Tusk Shaman,
Mage, Brute, Bloody Axe Healer

ZONE:
Underground Forest

Outcast Bloody Axe Scout,
Brute

Outcast Scratchfoot Doomsayer
Outcast Green Blud Archer, Warrior

Gudbrod

Outcast Scratchfoot Howler, Doomsayer,
Outcast Bloodmoon Shaman, Brute,
Outcast Green Blud Warrior, Archer,
Blackmane Skulker

Outcast Scratchfoot Howler,
Doomsayer,
Outcast Green Blud Warrior

Outcast Blackmane Elder,
Outcast Bloodmoon Brute,
Shaman, Skulker

Outcast Blackmane Seer,
Outcast Bloodmoon Shaman,
Outcast Scratchfoot Howler

Crazed Tale-Spinner,
Marauder, Spiritmancer

Crazed Runemancer,
Huntsman, Elder, Deceptor

Snakel

Crazed Spiritmancer,
Tale-Spinner, Elder,
Crazed Monitor of Ymir

Crazed Tale-Spinner,
Marauder, Elder,
Runemancer

Outcast Bloody Axe Archer,
Brute, Broken Tusk Howler
Outcast Groll Leader
Outcast Half-Orc General
Outcast Bloody Axe Archer,
Brute, Broken Tusk Howler

Outcast Broken Tusk Thief,
Healer, Mage

Outcast Bloody Axe Brute, Scout, Archer,
Outcast Broken Tusk Howler, Thief, Healer

Outcast Scratchfoot Howler,
Doomsayer,
Outcast Green Blud Warrior

Outcast Green Blud Archer, Warrior
Outcast Scratchfoot Howler

Outcast Scratchfoot Howler,
Doomsayer,
Outcast Green Blud Warrior

Crazed Marauder,
Spiritmancer, Tale-Spinner

Crazed Monitor of Ymir

Crazed General, Elder
Runemancer, Warrior

- Named NPC
- Trainer
- Merchant
- Zone
- Blocked Zone
- Obelisk

Maniacal Lord of Sages,
Shamanic Visionary,
Warmonger, Spirit Adept,
Shadow Master

Maniacal Shamanic Visionary,
Shadow Master, Runic Adept,
Protector of Kelgry, Bonemage,
Master of Prey

Maniacal Hand of Odin,
Hand of Skadi, Hand of Loki,
Hand of Miel, Hand of Bragi,
Hand of Ymir, Fists of Kelgry

Amruth

Posseive Spirit
Kobold

Snarg's Grotto

Joshua the Animator

10,000

20,000

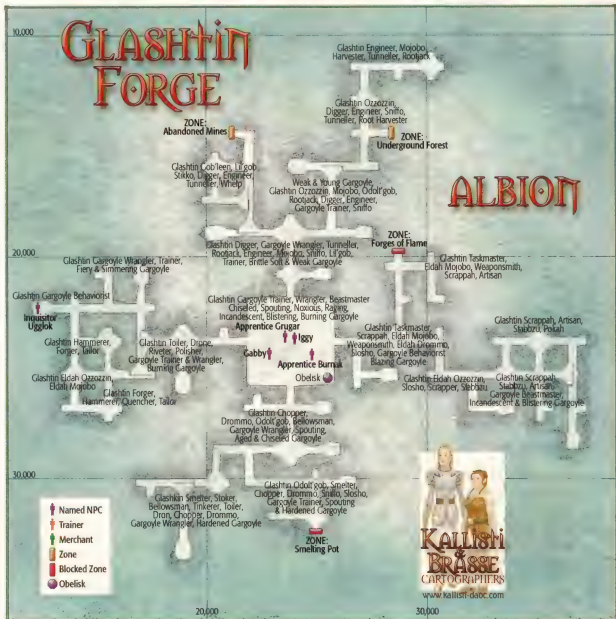
30,000

12/28/04

Glashtin Forge

MOB	LEVEL	AGGRO	ATK Sp	ATTACK	EVASD	Soc/CA
aged gargoyle	20	99	4.2	*/*	5%	Soc.
Apprentice Burnak	38	5	3.2	C/*	-	-
Apprentice Grugar	38	5	3.2	C/*	-	-
blazing gargoyle	30	99	4.2	*/*	-	Soc.
blistering gargoyle	34	99	4.2	*/*	-	Soc.
brittle gargoyle	16	99	4.2	*/*	-	Soc.
burning gargoyle	26	99	4.2	*/*	-	Soc.
chiseled gargoyle	22	99	4.2	*/*	-	Soc.
conflagrant gargoyle	36	99	4.2	*/*	-	Soc.
Explorer Olivia	50	-	3.0	S	-	-
fiery gargoyle	26	99	4.2	*/*	-	Soc.
Forgemaster Gomagatsu	44	5	3.2	C/*	-	-
Gabby	38	99	4.2	*/*	10%	-
glashtin anvil polisher	42	5	3.2	T/*	-	-
glashtin artisan	34	5	3.2	C/*	-	-
glashtin bellowsman	24	5	3.2	T/C	-	-
glashtin chopper	22	5	3.2	S/*	-	-
glashtin digger	18	5	3.2	T/*	-	-
glashtin drommo	22	99	3.2	S/S	3%	-
glashtin drone	27	99	3.2	S/S	5%	-
glashtin eldah drommo	31	99	3.2	S/S	3%	-
glashtin eldah majaba	29	99	3.2	S/S	3%	-
glashtin eldah ozzozzin	28	99	3.2	S/S	3%	-
glashtin eldah slosho	32	99	3.2	S/S	3%	-
glashtin engineer	19	5	3.2	T/*	-	-
glashtin forger	31	5	3.2	C/*	-	-
glashtin gargoyle beastmaster	34	99	3.2	S/S	3%	-
glashtin gargoyle behaviorist	30	99	3.2	S/S	3%	-
glashtin gargoyle trainer	18-28	99	3.2	S/S	3%	-
glashtin gargoyle wrangler	16-32	99	3.2	S/S	3%	-
glashtin gab'teen	16	99	3.2	S/S	3%	-
glashtin hammerer	30	5	3.2	C/*	-	-
glashtin habnail	40	5	3.2	T/*	-	-
glashtin I'd gab	14	5	3.2	S/*	-	-
glashtin majaba	19	99	3.2	S/S	3%	-
glashtin oddolt'gab	20	99	3.2	S/S	3%	-
glashtin ozzozzin	18	99	3.2	S/S	3%	-
glashtin pokah	37	5	3.2	T/*	-	-

MOB	LEVEL	AGGRO	ATK Sp	ATTACK	EVASD	Soc/CA
glashtin polisher	27	99	3.2	S/S	3%	-
glashtin quencher	29	5	3.2	C/*	-	-
glashtin riveter	26	5	3.2	T/*	-	-
glashtin root harvester	21	5	3.2	S/*	-	-
glashtin rootjack	20	5	3.2	S/*	-	-
glashtin scrapah	35	5	3.2	C/*	-	-
glashtin slosho	23	99	3.2	S/S	3%	-
glashtin smelter	25	5	3.2	T/*	-	-
glashtin smith	40	5	3.2	T/*	-	-
glashtin sniffo	21	99	3.2	S/S	3%	-
glashtin stabbz	36	5	3.2	T/*	-	-
glashtin stikko	17	99	3.2	S/S	3%	-
glashtin stoker	23	5	3.2	T/*	-	-
glashtin tailor	28	5	3.2	T/*	-	-
glashtin taskmaster	30	99	3.2	S/S	3%	-
glashtin tinkerer	25	99	3.2	S/S	3%	-
glashtin toiler	26	-	3.2	S/S	3%	-
glashtin toolmaker	42	5	3.2	T/*	-	-
glashtin tunneller	17	5	3.2	S/*	-	-
glashtin weaponsmith	33	5	3.2	C/*	-	-
glashtin whelp	15	99	3.2	S/S	3%	-
glashtin worker	24	99	3.2	S/S	3%	-
hardened gargoyle	20	99	4.2	*/*	5%	Soc.
lggy	38	99	4.2	*/*	10%	-
incandescent gargoyle	34	99	4.2	*/*	-	Soc.
incendiary gargoyle	36	99	4.2	*/*	-	Soc.
Inquisitor Ugglak	34	-	3.2	S/S	3%	-
Journeyman Malcar	40	5	3.2	C/*	-	-
noxious gargoyle	32	99	4.2	*/*	-	Soc.
raging gargoyle	32	99	4.2	*/*	-	Soc.
simmering gargoyle	28	99	4.2	*/*	10%	Soc.
soft gargoyle	16	99	4.2	*/*	-	Soc.
spouting gargoyle	22	99	4.2	*/*	-	Soc.
steam cloud	38	25	3.5	*/*	-	-
sulphurous gargoyle	30	99	4.2	*/*	-	Soc.
weak gargoyle	18	99	4.2	*/*	-	Soc.
young gargoyle	18	99	4.2	*/*	-	Soc.



Inconnu Crypt

MOB	LEVEL	AGGRO	ATK SP	ATTACK	EVASD	Soc/CA
Adrina Fellowes	50	-	1.0	S	-	-
Alyzena	50	-	3.0	S	-	-
Asteli	70	-	4.2	S	-	-
Baeryna	50	-	3.0	*	-	-
Baetryna	50	-	3.0	S	-	-
Barraen	50	-	3.0	S	-	-
Belzaer	50	-	3.0	S	-	-
Brother Lyncet	50	-	1.2	T	-	-
Coel	70	-	4.2	S	-	-
Captain Metha	50	-	1.2	T	-	Soc.
Chessynda	50	-	3.0	S	-	-
Crypt Guard	50	100	3.0	S	-	-
Crypt Resident	50	-	3.0	S	-	-
Dena Garanya	50	-	1.0	S	-	Call
Doluque	50	-	3.0	S	-	-
Dranwan	50	-	3.0	S	-	-
Drogama	25	-	1.0	S	-	-
D'wirader	50	-	1.0	S	-	-
Felynlana	50	-	3.0	S	-	-
Fergin	50	-	1.2	T	-	-
Freig	45	-	3.5	C	-	-
Galerana	50	-	3.0	*	-	-
Giuala	50	-	3.0	S	-	-
Guard Alastazn	50	100	3.0	S	-	-
Guard Belazone	50	100	3.0	S	-	-
Guard Cearnea	50	100	3.0	S	-	-
Guard Cr'yan	50	100	3.0	S	-	-
Guard En'nalke	50	100	3.0	S	-	-
Guard Fallonnea	50	100	3.0	S	-	-
Guard Gra'ennell	50	100	3.0	S	-	-
Guard H'ronyld	50	100	3.0	S	-	-
Guard Idynei	50	100	3.0	S	-	-
Guard Kinstao	50	100	3.0	S	-	-
Guard Lin'drenne	50	100	3.0	S	-	-
Guard Poi'nale	50	100	3.0	S	-	-
Guard Runa'an	50	100	3.0	S	-	-
Guard Rungdar	50	99	3.5	S	-	Soc.
Guard Salinore	50	100	3.0	S	-	-
Guard Trezzleo	50	100	3.0	S	-	-
Guard Ventant	50	100	3.0	S	-	-
Guard Z'tonya	50	100	3.0	S	-	-
Isalith	40	-	1.0	S	-	-

MOB	LEVEL	AGGRO	ATK SP	ATTACK	EVASD	Soc/CA
Kimbrisa	50	-	3.0	S	-	-
Kren'raen	50	-	3.0	S	-	-
Lady Alyster	50	-	1.2	T	-	-
Lieutenant Preastan	50	-	1.2	T	-	Soc.
Lolicia the Magical	50	-	3.0	S	-	-
Lomerial	50	-	3.0	*	-	-
Lord Baumoran	50	-	1.0	S	-	Call
Lucaran	50	-	3.0	S	-	-
Moenei	70	-	4.2	S	-	-
Magess Shirera	50	-	1.0	S	-	-
Magus Qaeron	50	-	1.2	T	-	-
Master Sevoenn	50	-	1.2	T	-	-
Master Z'leran	50	-	1.2	T	-	-
Miraych Thytthan	48	-	1.0	S	-	-
Mirevla	50	-	1.2	T	-	-
Mistress Amellia	50	-	1.2	T	-	-
Mistress An'neia	40	-	1.0	C	-	-
Mistress Kennana	50	-	1.0	S	-	-
Mistress Narivale	50	-	3.0	S	-	-
N'andira	50	-	3.0	S	-	-
Naragis	50	-	3.0	S	-	-
N'andel Siondir	50	-	3.0	*	-	-
Nyzdine	50	-	3.0	S	-	-
Ololara	50	-	3.0	*	-	-
Onaremma	50	-	3.0	S	-	-
Paloden	50	-	3.0	S	-	-
Parel Veash	50	-	3.0	S	-	-
Pareld	70	-	4.2	S	-	-
Phardyn	50	-	3.0	*	-	-
Praith	50	-	3.0	S	-	-
Pylara	50	-	3.0	S	-	-
Rahak	50	-	3.0	S	-	-
Rahana	50	-	3.0	S	-	-
Sindra	50	-	3.0	S	-	-
Smith Delissa	35	-	1.2	C	-	-
Trauth	50	-	3.0	S	-	-
Traveler Rawynn	50	-	3.0	S	-	-
Trazlyna	50	-	3.0	S	-	-
Tyrell Windham	50	-	3.0	S	-	Soc.
valkyr berserker	45	99	3.5	C	-	-
Waerra	50	-	3.0	S	-	-
Winia Dothiel	35	-	1.2	C	-	-

INCONNU CRYPT

ALBION

20,000

30,000

40,000



www.kallisti-dsbc.com

20,000

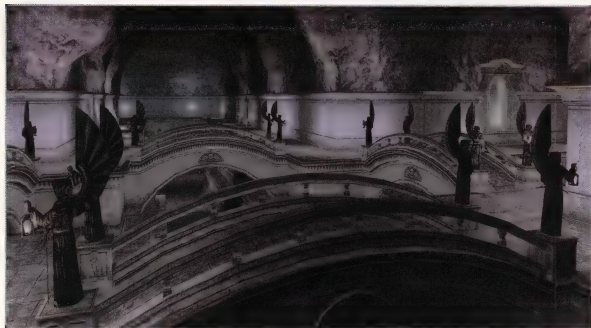
30,000

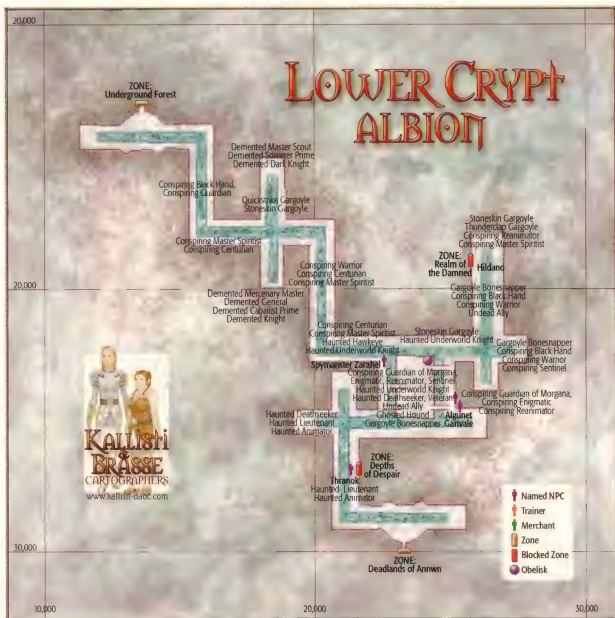
1/12/04

Lower Crypt

MOB	LEVEL	AGGRO	ATK SP	ATTACK	EVADE	SOQ/CA
conspiring black hand	44	65	3.1	S/T	10%	Soc.
conspiring centurian	45	65	3.2	S/T	10%	Soc.
conspiring enigmatic	41	65	2.9	S/T	—	Soc.
conspiring guardian of morgana	42	65	3.1	S/T	10%	Soc.
conspiring master spiritist	44	65	2.9	S/T	—	Soc.
conspiring reanimator	42	65	2.9	S/T	4%	Soc.
conspiring sentinel	40	65	3.3	S/T	20%	Soc.
conspiring warrior	43	65	3.3	S/T	4%	Soc.
darkstrike gargoyale	55	65	2.9	S/T	5%	Soc.
demented cabalist prime	55	65	2.9	S/T	4%	Soc.
demented dark knight	50	65	3.1	S/T	4%	Soc.
demented general	56	65	3.7	S/T	4%	Soc.
demented master infiltrator	54	65	2.9	S/T	7%	Soc.
demented master reanimator	51	65	2.9	S/T	—	Soc.
demented master scout	59	65	2.9	S/T	4%	Soc.
demented mercenary master	53	65	2.9	S/T	4%	Soc.
demented sorcerer prime	57	65	2.9	S/T	4%	Soc.
Ectine	44	65	2.5	S/T	5%	—
gargoyale	40	65	3.1	S/T	4%	Soc.
gargoyale bonesnapper	42	65	2.9	C/C	5%	Soc.
gargoyale warrior	55	65	2.9	S/T	5%	Soc.
ghosted haund	35	65	2.9	S/T	5%	Soc.
Gwalvin	55	65	3.1	S/T	4%	Soc.

MOB	LEVEL	AGGRO	ATK SP	ATTACK	EVADE	SOQ/CA
Grubthor	58	65	2.9	S/T	5%	Soc.
haunted animator	35	65	2.9	S/T	—	Soc.
haunted deathseeker	37	65	2.9	S/T	—	Soc.
haunted entrancer	39	65	2.9	S/T	—	Soc.
haunted hawkeye	39	65	4.7	S/T	20%	Soc.
haunted lieutenant	35	65	3.4	S/T	5%	Soc.
haunted master spy	36	65	2.9	S/T	10%	Soc.
haunted underworld knight	38	65	3.1	S/T	—	Soc.
haunted veteran	37	65	2.5	S/T	5%	Soc.
Hildano	57	65	3.1	S/T	4%	Soc.
Hubnom	60	65	3.1	S/T	4%	Soc.
Lomer	39	65	4.7	S/T	4%	Soc.
quickstride gargoyale	38	65	2.9	C/C	5%	Soc.
Sindril	50	—	3.0	S	—	—
soothing gargoyale	55	65	2.9	S/T	5%	Soc.
Spymaster Zarahel	48	65	3.1	S/T	7%	—
stoneskin gargoyale	40	65	2.9	C/C	5%	Soc.
Thranok	45	65	3.4	S/T	4%	Soc.
thunderclap gargoyale	44	65	2.9	C/C	5%	Soc.
Timini	40	—	1.0	S	—	—
torchlight	50	99	3.7	—	—	—
tortured haund	40	65	2.9	S/T	5%	Soc.
undead ally	40	99	3.0	S/*	—	Soc.





The Otherworld

MOB	LEVEL	AGGRO	ATK SP	ATTACK	EVASD	Soc/CA
Aogán	65	99	3.5	S/T	-	Soc.
Augur Hag	55	99	3.4	S	-	Soc.
Bile's Sword of Fire	60	99	4.0	*/*	-	-
Bile's Sword of Ice	60	99	4.0	*/*	-	-
Brutator	65	99	3.5	S/T	5%	Soc.
channeling	45	-	4.3	C/C	3%	-
demonic minion	65	65	4.0	*/*	5%	Soc.
Evocator Hag	55	99	3.4	S	2%	Soc.
ferocious archon	58	65	3.5	S/T	1%	Soc.
ferocious amigerant	58	65	3.5	S/T	1%	Soc.
ferocious astralst	58	65	3.5	S/T	1%	Soc.
ferocious bladesong	58	65	3.5	S/T	1%	Soc.
ferocious hero	58	65	3.5	S/T	1%	Soc.
ferocious master marksman	58	65	3.5	S/T	1%	Soc.
ferocious master ranger	58	65	3.5	S/T	10%	Soc.
ferocious mind weaver	58	65	3.5	S/T	1%	Soc.
ferocious paragon	58	65	3.5	S/T	1%	Soc.
ferocious seraph	58	65	3.5	S/T	1%	Soc.
frenzied augur	54	50	3.4	S	-	Soc.
frenzied fallen knight	53	50	3.4	S	-	Soc.
frenzied guardian	52	50	3.4	S	-	Soc.
frenzied ravager	53	50	3.4	S	5%	Soc.
frenzied soul renderer	52	50	3.4	S	-	Soc.
gargoyle bonesnapper	60	65	2.9	S/T	5%	Soc.
ghosted hound	58	65	2.9	S/T	5%	Soc.
Ginyahin	46	99	3.8	C	-	-
Grokdal	65	99	4.5	C/C	5%	Soc.
Imchath	60	65	5.0	S/T	20%	Soc.
Lord Bile	70	99	4.0	*/*	10%	Soc.
Mange	41	30	5.2	S	-	Soc.
maniacal bully	43	50	3.4	S	-	Soc.
maniacal fighter	42	50	3.4	S	-	Soc.
maniacal footpood	42	50	3.4	S	5%	Soc.
maniacal mender	44	50	3.4	S	-	Soc.
maniacal prophet	44	50	3.4	S	-	Soc.
maniacal puglist	46	50	3.4	S	-	Soc.
maniacal shadow	45	50	3.4	S	5%	Soc.
maniacal spellbinder	45	50	3.4	S	-	Soc.
maniacal squire	46	50	3.4	S	5%	Soc.

MOB	LEVEL	AGGRO	ATK SP	ATTACK	EVASD	Soc/CA
maniacal visionary	43	50	3.4	S	-	Soc.
obstinate consul	58	65	3.5	S/T	1%	Soc.
obstinate duelist	58	65	3.5	S/T	10%	Soc.
obstinate master archer	58	65	3.5	S/T	1%	Soc.
obstinate mystagogue	55	65	3.5	S/T	1%	Soc.
obstinate valorant	58	65	3.5	S/T	1%	Soc.
outcast strong fist grunt	40	99	3.3	S	-	-
outcast strong fist lurker	42	99	4.3	T	-	-
outcast strong fist priest	44	99	3.8	C	-	-
outcast strong fist protector	43	99	3.6	S/T	4%	-
outcast strong fist seer	41	99	3.8	C	-	-
outcast thalloonigh brawler	36	30	3.2	S	-	Soc.
outcast thalloonigh brute	38	30	5.2	S	-	Soc.
outcast thalloonigh earth caller	39	30	4.5	C	-	Soc.
outcast thalloonigh packmaster	39	30	3.5	C	-	Soc.
outcast thalloonigh rogue	36	30	2.5	T/T	5%	Soc.
outcast thalloonigh seer	37	30	3.5	C	-	Soc.
outcast thalloonigh warlock	36	30	4.5	C	-	Soc.
outcast thalloonigh witch doctor	37	30	4.5	C	-	Soc.
quickstride gargoyle	55	65	2.9	S/T	5%	Soc.
raving auspex	51	50	3.4	S	-	Soc.
raving battle dancer	50	50	3.4	S	5%	Soc.
Raving Cabal Channeler	47	50	3.4	S	-	Soc.
Raving Cabal Leader	50	99	3.4	S	-	Soc.
raving conjurerer	48	50	3.4	S	-	Soc.
raving crier	49	50	3.4	S	5%	Soc.
raving diviner	47	50	3.4	S	-	Soc.
raving evocator	49	50	3.4	S	-	Soc.
raving gladiator	50	50	3.4	S	-	Soc.
raving militia-man	47	50	3.4	S	-	Soc.
raving scrapper	48	50	3.4	S	-	Soc.
raving thief	51	50	3.4	S	5%	Soc.
Soul Render Hag	55	99	3.4	S	2%	Soc.
stoneskin gargoyle	57	65	2.9	S/T	5%	Soc.
surestrike gargoyle	65	65	2.9	S/T	5%	Soc.
thunderclap gargoyle	63	65	2.9	S/T	5%	Soc.
tortured hound	58	65	2.9	S/T	5%	Soc.
Tur'ana	48	80	2.9	C	-	-



Roman Aqueducts

MOB	LEVEL	AGGRO	ATK SP	ATTACK	EVASD	Soc/CA
Anic	50	-	3.0	S	-	-
Dreaven Saldona	10	-	1.0	T	-	-
follower of Pluto	0,1	-	3.8	S/T	2%	Soc.
Gailora'a	50	-	3.0	S	-	-
Guard Alakyr	30	100	2.0	S	-	-
Guard Arthogis	30	100	1.5	C	-	-
Guard Baint	30	100	2.5	S	-	-
Guard Blumar	30	100	2.0	S	-	-
Guard Rauweyl	50	100	2.5	S	-	-
Guard Stewart	30	100	2.0	S	-	-
Guard Trailaine	30	100	2.5	S/S	-	-
Guard Trissyl	40	100	3.0	S	-	-
Guard Zekator	30	100	2.5	S	-	-
High Plutonian Scribe	7	65	3.8	S/T	2%	-
Hulen	10	-	4.5	C	-	-
Julesh	15	-	4.5	C	5%	Soc.
Kalis the Shade	10	65	3.8	S/T	5%	-
Lukkasus	2	-	3.8	S/T	2%	-
plutonian acolyte	7	-	3.8	S/T	2%	Soc.
plutonian acolyte	9	65	3.8	S/T	2%	-
plutonian alchemist	16	65	3.8	S/T	2%	Soc.
plutonian ambusher	13	65	3.8	S/T	10%	Soc.
plutonian aspirant	2	-	3.8	S/T	2%	Soc.
plutonian assassin	13	65	3.8	S/T	10%	Soc.
plutonian blackguard	17	65	3.8	S/T	2%	Soc.
plutonian blade	11	65	3.8	S/T	5%	Soc.
plutonian brother	4	-	3.8	S/T	2%	Soc.
plutonian disciple	6	-	3.8	S/T	2%	Soc.
plutonian disciple	7,8	65	3.8	S/T	2%	-
plutonian enforcer	9	-	3.8	S/T	2%	Soc.
Plutonian Guard	8	65	3.8	S/T	2%	-
plutonian herbalist	10	-	3.8	S/T	2%	Soc.
plutonian high priest	23	65	3.8	S/T	2%	Soc.
plutonian initiate	4	-	3.8	S/T	2%	Soc.
plutonian invoker	10	-	3.8	S/T	2%	Soc.
plutonian lurker	8	-	3.8	S/T	5%	Soc.
plutonian medium	12	65	3.8	S/T	2%	Soc.

MOB	LEVEL	AGGRO	ATK SP	ATTACK	EVASD	Soc/CA
plutonian novice	5	-	3.8	S/T	2%	Soc.
plutonian overseer	19	65	3.8	S/T	2%	Soc.
plutonian priest	18	65	3.8	S/T	2%	Soc.
plutonian ritualist	14	65	3.8	S/T	2%	Soc.
Plutonian Sacrificer	8	65	3.8	S/T	2%	-
plutonian shade	12	65	3.8	**	2%	Soc.
plutonian soothsayer	15	65	3.8	S/T	2%	Soc.
plutonian temple guard	23,24	65	3.8	S/T	2%	Soc.
plutonian temple patron	22	65	3.8	S/T	5%	Soc.
plutonian thrall	3	-	3.8	S/T	2%	Soc.
plutonian warlord	20	65	3.8	S/T	2%	Soc.
plutonian wizard	21	65	3.8	S/T	2%	Soc.
plutonian worshipper	12	65	3.8	S/T	2%	-
Pluto's Fury	23	-	4.3	S	-	-
Priest Krecik	19	65	3.8	S/T	2%	-
Priestess Auleth	25	65	3.8	S/T	2%	-
Quartermaster Ferrin	38	100	1.2	T	-	-
Randal Hawley	30	-	4.3	S	-	-
Sergeant Garulon	30	100	2.0	S	-	-
Stoara	50	-	3.0	S	-	-
tenebrous assassin	7	3	3.8	**	-	Soc.
tenebrous blue hand	17	99	3.8	**	5%	Soc.
tenebrous brawler	7,8	90	3.8	**	-	Soc.
tenebrous creator	20	99	3.8	**	10%	Soc.
tenebrous curate	15	99	3.8	**	-	Soc.
tenebrous elementalist	17	99	3.8	**	-	Soc.
tenebrous fighter	0,1	3	3.8	**	-	Soc.
Tenebrous Illusionist	20	99	3.8	**	10%	Soc.
tenebrous imbuer	15	99	3.8	**	-	Soc.
tenebrous infantryman	15	99	3.8	**	-	Soc.
tenebrous prelate	20	99	3.8	**	-	Soc.
tenebrous protector	17	99	3.8	**	2%	Soc.
tenebrous reaver	20	99	3.8	**	2%	Soc.
tenebrous soldier	20	99	3.8	**	2%	Soc.
tenebrous spellbinder	20	99	3.8	**	-	Soc.
Traveler Isiwel	50	-	3.0	S	-	-
Vosias	4	90	3.5	*	-	-



**KALLISTI
BRASSE**
CARTOGRAPHERS
www.kallisti-dabc.com



Underground Forest

MOB	LEVEL	AGGRO	ATK SP	ATTACK	EVASD	SOC/CA
albino cave sprite	35	-	3.5	T/S	5%	Soc.
albino cave sprite	40	-	3.5	T/S	10%	Soc.
albino cave spriteling	30	-	3.5	T/S	5%	Soc.
angry cave sprite	40	99	1.5	T/S	-	Soc.
Bror	37	65	2.9	S/T	5%	-
Cadandra	50	-	3.0	S	-	-
Caerd	37	65	3.5	S/T	1%	Soc.
cave spider	40	75	3.6	S	-	Soc.
cave spider hatching	30	75	3.6	S	-	Soc.
cave spiderling	35	75	3.6	S	-	Soc.
Chieftan Khurunos	45	65	2.9	T/T	8%	Soc.
Coryna	40	-	3.8	-	10%	Call
Coryna	43	99	3.6	T/*	10%	Soc.
crazed marauder	35	65	2.9	S/T	5%	Soc.
crazed priest	34	65	2.9	S/T	2%	Soc.
crazed skirmisher	33	65	2.9	S/T	2%	Soc.
crazed summoner	33	65	2.9	S/T	2%	Soc.
crazed warlock	34	65	2.9	S/T	2%	Soc.
Delenthom	38	-	1.0	S	-	-
demented cabalist prime	52	65	2.9	S/T	4%	Soc.
demented dark knight	50	65	3.1	S/T	4%	Soc.
demented master infiltrator	51	65	2.9	S/T	15%	Soc.
demented master reanimator	50	65	2.9	S/T	-	Soc.
demented mercenary master	51	65	2.9	S/T	4%	Soc.
disturbed defender	34	65	3.5	S/T	5%	Soc.
disturbed marksman	34	65	3.5	S/T	1%	Soc.
disturbed possessor	35	65	3.5	S/T	5%	Soc.
disturbed stalwart	33	65	3.5	S/T	5%	Soc.
disturbed vigilante	33	65	3.5	S/T	5%	Soc.
Frenzied Cave Sprite	43	99	4.0	S/S	20%	Soc.
Galviele	50	-	3.0	S	-	-
glashin dramma	34	99	3.2	S/S	3%	Soc.
glashin mojobo	33	99	3.2	S/S	3%	Soc.
glashin ozoazin	33	99	3.2	S/*	10%	Soc.
glashin slosho	35	99	3.2	S/S	3%	Soc.
glashin taskmaster	34	99	3.2	S/S	10%	Soc.
Guard Belal	50	100	3.2	S	-	-
haunted assassin	34	65	2.9	S/T	7%	Soc.
haunted blackguard	34	65	2.5	S/T	4%	Soc.
haunted deathseeker	35	65	2.9	S/T	-	Soc.
haunted sergeant	33	65	3.4	S/T	4%	Soc.

MOB	LEVEL	AGGRO	ATK SP	ATTACK	EVASD	SOC/CA
haunted spiritist	33	65	2.9	S/T	-	Soc.
Hurmos	65	-	3.0	S	-	Call
Inconnu Guard	55	100	1.0	S	-	-
Keliel	40	100	1.0	S	-	-
large albino cave sprite	45	25	3.5	T/S	10%	Soc.
large cave spider	43	75	3.6	S	-	Soc.
large mossy cave sprite	45	25	3.5	T/S	10%	Soc.
mossy cave sprite	37	-	3.5	T/S	5%	Soc.
mossy cave sprite	40	-	3.5	T/S	10%	Soc.
mossy cave spriteling	30	-	3.5	T/S	5%	Soc.
Onaru	44	100	2.9	T/T	4%	Soc.
pleuratus	45	99	3.4	*/S	-	-
pleuratus major	50	99	3.4	*/S	-	-
pleuratus minor	40	99	3.4	*/S	-	-
Sentry Blobens	40	99	3.5	S/C	-	-
Spore Cloud	40	25	3.5	*/*	-	-
Symir	40	-	1.0	S	-	-
terracite blade	48	99	2.9	T/S	4%	Soc.
terracite bladedancer	52	99	2.9	S/S	5%	Soc.
terracite champion	50	99	2.9	T/*	5%	Soc.
terracite Chhyrkkitoilt	55	99	2.9	S/S	4%	Soc.
terracite hunter	48	99	2.9	S/S	4%	Soc.
terracite impaler	48	99	2.9	T/*	5%	Soc.
terracite isolationist	40	99	2.9	T/T	4%	Soc.
terracite jingoist	42	99	2.9	T/*	5%	Soc.
terracite militiaman	52	99	2.9	S/*	4%	Soc.
terracite oracle	46	99	2.9	T/*	4%	Soc.
terracite poacher	49	99	2.9	S/S	4%	Soc.
terracite protector	46	65	2.9	C/*	4%	Soc.
terracite rabble rouser	44	99	2.9	T/*	5%	Soc.
terracite sage	50	99	2.9	T/*	5%	Soc.
terracite spearman	48	99	2.9	T/T	4%	Soc.
terracite spore shaman	46	99	2.9	T/*	4%	Soc.
terracite spore warrior	42	99	2.9	T/T	4%	Soc.
terracite trapper	50	99	2.9	S/S	4%	Soc.
terracite warrior	40	99	2.9	T/T	4%	Soc.
terracite witch doctor	48	99	2.9	T/*	4%	Soc.
terracite xenophobe	44	99	2.9	T/T	4%	Soc.
Traveler An'olob	50	-	3.0	S	-	-
undead ally	32,50	99	3.0	S/*	-	Soc.





DARK SPIRE ALBION

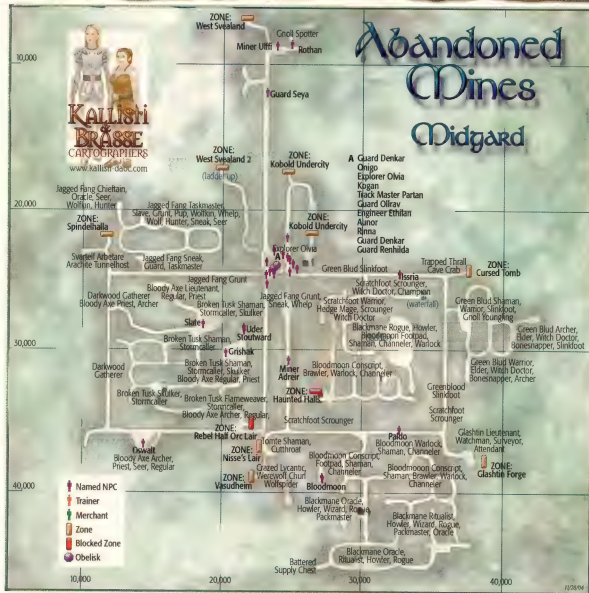


MIDGARD MAIN DUNGEONS

Abandoned Mines

MOB	LEVEL	AGGRO	ATK Sp	ATTACK	EVASD	Soc/CA
arachite tunnelhost	36	80	3.3	T/S	-	Call
Aunor	50	-	1.0	S	-	-
Bjalnor	28	65	3.4	T/T	3%	Soc
Blackmane	36	30	3.5	C	-	Call
blackmane howler	34	30	5.2	S	-	Soc
blackmane oracle	32	30	3.5	C	-	Soc
blackmane packmaster	32	30	3.2	S	-	Soc
blackmane ritualist	33	30	4.5	C	-	Soc
blackmane rogue	34	30	2.5	T/T	5%	Soc
blackmane wizard	33	30	4.5	C	-	Soc
Bloodmoon	33	30	4.5	C	-	Call
bloodmoon brawler	30	30	3.2	S	-	Soc
bloodmoon channeler	31	30	4.5	C	-	Soc
bloodmoon conscript	29	30	5.2	C	-	Soc
bloodmoon footpad	30	30	2.5	T/T	5%	Soc
bloodmoon shaman	32	30	3.5	C	-	Soc
bloodmoon warlock	29	30	4.5	C	-	Soc
bloody axe archer	23	80	3.8	T	-	Soc
bloody axe archer	28	80	3.8	T	-	-
bloody axe lieutenant	29	80	3.8	S	-	Soc
bloody axe priest	28	80	3.8	C	-	Soc
bloody axe regular	25	80	3.8	S	-	Soc
bloody axe regular	28	80	3.8	S	-	-
bloody axe seer	22	80	3.8	C	-	Soc
bloody axe seer	29	80	3.8	C	-	-
broken tusk flameweaver	25	80	3.8	*	-	Soc
broken tusk flameweaver	28	80	3.8	*	-	-
broken tusk shaman	25	80	3.8	C	-	Soc
broken tusk shaman	28	80	3.8	C	-	-
broken tusk skulker	22	80	4.8	S	10%	Soc
broken tusk skulker	28	80	4.8	S	10%	-
broken tusk stormcaller	28	80	3.8	C	-	Soc
darkwood ambusher	19	65	3.4	T/T	3%	Call
darkwood assassin	24	65	3.4	T/T	3%	Soc
darkwood bandit	24	65	3.4	T/T	3%	Soc
darkwood eliminator	25	65	3.4	T/T	3%	Soc
darkwood enforcer	21	65	3.4	T/T	3%	Soc
darkwood eradicator	25	65	3.4	T/T	3%	Soc
darkwood forester	20	65	3.4	T/T	3%	Soc
darkwood gatherer	18	-	3.4	S/S	3%	Soc
darkwood gatherer	19	15	3.4	T/T	3%	Soc
darkwood herbalist	22	65	3.4	T/T	3%	Soc
darkwood highwayman	23	65	3.4	T/T	10%	Soc
darkwood marauder	21	65	3.4	T/T	3%	Soc
darkwood overseer	26	65	3.4	T/T	3%	Soc
darkwood petty thief	18	65	3.4	S/S	3%	Soc
darkwood pickpocket	18	65	3.4	T/T	3%	Soc
darkwood raider	23	65	3.4	T/T	3%	Soc
darkwood soothsayer	22	65	3.4	T/T	3%	Soc
darkwood tracker	20	65	3.4	T/T	3%	Soc
draugr warrior	21	80	3.8	C/S	-	Soc
Elei	50	-	3.0	S	-	-
Engineer Ethilon	30	-	3.0	S	-	-

MOB	LEVEL	AGGRO	ATK Sp	ATTACK	EVASD	Soc/CA
Engineer Lordol	50	-	3.0	S	-	-
Engineer Prios	30	-	3.0	S	-	-
Explorer Olivia	50	-	3.0	S	-	-
glashin attendant	28	55	3.5	C	-	Soc
glashin surveyor	27	55	3.5	C	-	Soc
glashin watchman	26	55	3.5	S	3%	Soc
glowies	51	-	3.8	S	-	-
gnoll spotter	16-19	90	3.0	S	-	-
gnoll youngling	17,18	75	3.8	C/S	-	-
Green Blud	23	99	2.5	S/T	10%	Soc
green blud archer	21	30	2.5	T/S	5%	Soc
green blud bonesnapper	21	30	2.5	C/T	5%	Soc
green blud elder	22	30	2.5	S/T	5%	Soc
green blud shaman	19	30	2.5	S/C	10%	Soc
green blud slinkfoot	19	30	2.5	T/T	10%	Soc
green blud warrior	20	30	2.5	S/T	5%	Soc
green blud witch doctor	20	30	2.5	C/T	5%	Soc
Grishak	30	80	3.8	S	-	Soc
Guard Braid	50	-	3.0	S	-	-
Guard Denkar	50	100	3.0	S	-	-
Guard Ollrav	50	100	3.0	S	-	-
Guard Renhilda	50	100	3.0	S	-	-
Guard Seya	50	-	3.0	S	-	-
Guard Siden	50	-	3.0	S	-	-
Guard Skeya	50	-	3.0	S	-	-
half arc ambusher	22	90	3.0	S	-	-
Hallan	50	90	3.0	S	-	-
Hastener	50	-	3.0	S	-	-
Hian	28	-	3.0	S	-	-
Issia	50	-	3.0	S	-	-
Jagged Fang Chieftain	20	30	2.5	S/T	10%	Soc
jagged fang grunt	16	30	2.5	C/T	5%	Soc
jagged fang hunter	17	30	2.5	S/T	10%	Soc
jagged fang oracle	19	30	2.5	C/T	5%	Soc
jagged fang seer	18	30	2.5	C/T	5%	Soc
jagged fang slave	15	15	2.5	C/C	15%	Soc
jagged fang sneak	16	30	2.5	T/T	15%	Soc
jagged fang taskmaster	17	30	2.5	C/T	10%	Soc
jagged fang whelp	15	30	2.5	S/T	5%	Soc
jagged fang wolf	19	30	2.5	*T	15%	Soc
jagged fang wolf pup	18	30	2.5	*T	10%	Soc
jagged fang wolkin	20	30	2.5	S/T	10%	Soc
Kogan	41	-	1.0	S	-	-
Miner Adreir	50	-	3.0	S	-	-
Miner Elgar	20	-	3.0	S	-	-
Miner Ulfri	41	-	1.0	C	-	-
Onigo	50	-	3.0	S	-	-
Oswalt	30	80	3.8	S	-	Soc
Overseer Galdar	21	-	3.0	S	-	-
Palda	41	-	1.0	S	-	-
Phantom Miner	25	100	4.6	C/C	5%	-
plassmatism	25	80	3.5	C/S	-	-
Rinna	50	-	1.0	S	-	-



Rothan	22	3.0	S	-	-	Spectator	50	-	3.0	S	-	-
Sarja	50	-	3.0	S	-	Timekeeper Pitlan	50	-	3.0	S	-	-
Scratchfoot	28	30	2.5	S/T	10%	Tomayas	30	-	1.2	T	-	-
scratchfoot champion	26	30	5.2	S	-	tornte thug	5	50	3.8	C/S	-	Call
scratchfoot hedge mage	26	30	4.5	C	-	Track Master Aluk	50	-	3.0	S	-	-
scratchfoot herbalist	27	30	3.5	C	-	Track Master Partan	50	-	3.0	S	-	-
scratchfoot scrounger	26	30	2.5	S/T	50%	Uder Stoutwyr	30	50	3.8	C/S	-	-
scratchfoot warrior	28	30	3.2	S	-	Valkyn Sergeant	30	100	3.0	S	-	Soc.
scratchfoot witch doctor	28	30	4.5	C	-	vendo guard	22	70	3.7	S	-	Soc.
Sergeant Skera	50	100	1.0	S	-	wolfaur quaxot	37	1	3.4	S/S	3%	Soc.
Slate	30	99	3.9	C/S	-							

Burial Grounds

MOB	LEVEL	AGGRO	ATK Sp	ATTACK	EVAS	Soc/Ca
Akorala	50	-	3.0	S	-	-
angry soul	7,8	1	3.5	*	-	-
bandit recruit	16	-	2.5	T/T	-	-
baneful soul	23	1	3.5	*	-	-
Batty Bill	10	90	3.0	S	5%	-
Bimble	41	-	1.0	S	-	-
Blackhand	24	1	2.8	T/T	5%	Soc.
Bryandin	4	-	3.5	*	-	-
Captain Tholder	50	100	1.0	S	-	-
Captain Yggdras	12	100	3.5	S	-	-
cursed soul	21	1	3.5	*	-	-
darkwood brawler	20	66	2.5	C/C	-	-
darkwood brute	17	50	2.5	T/T	-	Soc.
darkwood brute	19	50	3.2	T/T	-	Soc.
darkwood catiff	7,8	90	3.5	S	-	Soc.
Darkwood Captain	10	90	3.5	T	-	Soc.
darkwood captain	25	35	3.4	T/T	-	Soc.
darkwood champion	22	99	2.5	T/T	-	Soc.
darkwood channeller	23	50	3.4	T/T	-	Soc.
darkwood contriver	3,4	1	3.0	S	-	-
Darkwood Detector	16	-	2.5	T/T	-	-
darkwood deserter	4	1	3.0	S	-	-
darkwood disciplinarian	17	-	3.4	T/T	-	-
darkwood forager	5-8	-	3.0	S	-	-
darkwood foxman	13,15	-	3.4	T/T	-	Soc.
darkwood graverabber	22	-	3.4	T/T	5%	Soc.
darkwood green	9	-	4.0	T/T	-	-
darkwood green	10	-	3.0	T/T	-	Soc.
darkwood healer	20,22	-	3.4	C/C	-	Soc.
darkwood lackey	6	1	3.0	S	-	Soc.
darkwood lordling	21	50	3.4	T/T	-	Soc.
darkwood medic	17,19	-	3.4	C/C	-	Soc.
darkwood naturalist	20	30	3.4	T/T	-	Soc.
darkwood pagan	26	50	2.8	T/T	-	Soc.
darkwood pilferer	12	-	3.0	C	-	-
darkwood pillager	16	-	3.0	S	-	-
darkwood pillager	17-23	90	3.0	S	-	-
darkwood plunderer	8	-	4.2	T	-	-
darkwood plunderer	10	-	3.5	C/C	-	-
darkwood plunderer	12	-	3.5	S/S	-	-
darkwood preacher	15	-	3.4	C/C	-	Soc.
darkwood pugilist	20	66	2.5	C/C	-	-
darkwood sawbones	15,16	-	3.4	C/C	-	Soc.
darkwood scout	13	-	3.2	T/T	-	-
darkwood seeker	24	75	3.2	T/T	-	Soc.
darkwood treasure hunter	23	-	3.4	T/T	3%	Soc.
darkwood trickster	15,16	-	3.4	T/T	-	Soc.
darkwood trustee	7	10	3.0	S	-	-
darkwood vagrant	20	-	3.4	T/T	3%	Soc.
darkwood vagrant	22	-	2.8	T/T	-	Soc.
darkwood waylayer	13	99	3.0	S	-	-
darkwood youth	5,7	-	3.4	T/T	-	-

MOB	LEVEL	AGGRO	ATK Sp	ATTACK	EVAS	Soc/Ca
Dead-Eye Dugan	22	-	2.8	T/T	-	Soc.
distraught soul	5,6	-	3.5	*	-	-
disturbed defender	20	30	3.2	S/T	-	Soc.
disturbed guardian	20	30	3.2	S/T	-	Soc.
disturbed knight	23	30	3.2	S/T	-	Soc.
disturbed lookout	15-18	-	3.2	T/T	-	-
disturbed magi	24	30	3.2	S/T	-	Soc.
disturbed mender	22,24	30	3.2	S/T	-	Soc.
disturbed oarsman	16-22	100	3.2	C	-	-
disturbed pathfinder	23	30	3.2	S/T	-	Soc.
disturbed protector	22	30	3.2	S/T	-	Soc.
disturbed soul	3,4	-	3.5	*	-	-
disturbed thane	24	30	3.2	S/T	-	Soc.
disturbed warrior	18	30	3.2	S/T	-	Soc.
Durbin	20	-	3.0	S	-	-
Dwarven Guard	28	100	3.0	S	-	Soc.
Dwarven Sergeant	30	100	3.0	S	-	Soc.
earthbound soul	0-2	-	3.0	S	-	-
earthbound spectre	0	-	3.0	S	-	-
earthbound spirit	0	-	3.0	S	-	-
Explorer Tegana	50	-	3.0	S	-	-
ghostly excavator	2	-	3.8	C/S	-	-
Guard Hegir	65	100	3.0	S	-	Call
Guard Kellor	50	-	3.0	S	-	-
Guard Lienna	65	100	3.0	S	-	Call
Guard Olja	50	100	3.0	S	-	-
Guard Rimdar	50	100	3.0	S	-	-
Guard Salor	50	100	3.0	S	-	-
Guard Thuvvia	50	100	3.0	S	-	-
Guard Torlin	50	-	3.0	S	-	-
Guard Ulbra	50	100	3.0	S	-	-
Hazar	7	100	3.0	S	-	-
Idegir	5	99	3.0	S	-	-
Idegir	6	1	3.0	S	-	-
Inge	26	-	3.1	C/*	-	-
Kelabar	20	-	3.0	S	-	-
Klimish	20	15	3.2	T/T	-	Soc.
Lieutenant Njolda	50	100	1.0	S	-	-
malefic soul	22	1	3.5	*	-	-
probationary bandit	17	-	2.5	T/T	-	-
raging soul	9	-	3.5	*	-	Soc.
ravenous soul	24	-	3.5	*	-	-
Raving Ratulu	5	-	3.0	S	-	-
scarab	1	-	3.8	T	-	-
Sergeant Gonnik	50	100	1.0	S	-	-
shackled soul	1,2	-	3.5	*	-	-
shneking soul	9,10	1	3.5	*	-	-
Shnias	11	50	3.5	*	-	Soc.
Silistar	24	90	3.1	C/C	-	Soc.
trapped excavator	1-9	-	3.4	T/T	-	-
Troll Guard	28	100	3.2	S	-	Soc.
Troll Sergeant	30	100	3.2	S	-	Soc.

[illegible]33

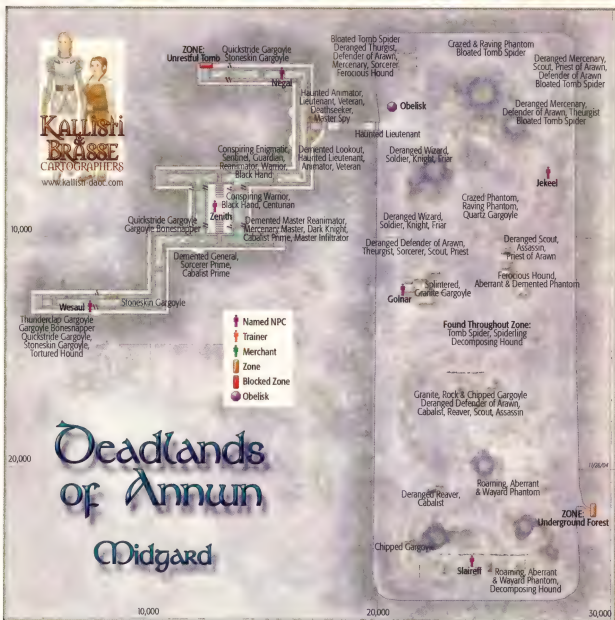
Deadlands of Annwn

MOB	LEVEL	AGGRO	ATK SP	ATTACK	EVASD	Soc/Ca
aberrant phantom	44	50	3.5	*	-	-
acolyte of Belum	55	-	3.2	C	-	Soc.
Awakened Spirit	57	-	3.8	S/*	-	-
basalt gargoye	60	65	5.5	C/C	5%	-
Belum	70	-	3.3	S	3%	Soc.
bloated tomb spider	63	75	3.6	S	-	Soc.
chipped gargoye	42	65	4.5	C/C	5%	Soc.
conspiring black hand	60	65	3.1	S/T	20%	Soc.
conspiring centurian	61	65	3.2	S/T	5%	Soc.
conspiring enigmatic	58	65	2.9	S/T	-	Soc.
conspiring guardian of morgana	59	65	3.1	S/T	5%	Soc.
conspiring master spiritist	61	65	2.9	S/T	-	Soc.
conspiring reanimator	59	65	2.9	S/T	4%	Soc.
conspiring sentinel	58	65	3.3	S/T	20%	Soc.
conspiring warrior	60	65	3.3	S/T	10%	Soc.
cracked gargoye	40	65	2.5	C/C	5%	-
crazed phantom	49	50	3.5	*	-	-
decomposing hound	38	65	2.5	S/T	5%	-
demented cabalist prime	64	65	2.9	S/T	4%	Soc.
demented dark knight	62	65	3.1	S/T	10%	Soc.
demented general	64	65	3.7	S/T	20%	Soc.
demented lookout	58,60	65	2.9	S/T	7%	Soc.
demented master infiltrator	63	65	2.9	S/T	20%	Soc.
demented master reanimator	62	65	2.9	S/T	-	Soc.
demented master scout	65	65	2.9	S/T	20%	Soc.
demented mercenary master	63	65	2.9	S/T	20%	Soc.
demented phantom	46	50	3.5	*	-	-
demented sorcerer prime	65	65	2.9	S/T	4%	Soc.
deranged assassin	45	65	2.9	T/*	15%	Soc.
deranged cabalist	44	65	2.9	C/C	-	Soc.
deranged defender of Arann	47	65	2.9	S/C	-	Soc.
deranged friar	54	65	2.9	C/C	5%	Soc.
deranged knight	55	65	2.9	S/C	-	Soc.
deranged mercenary	48	65	2.9	T/C	15%	Soc.
deranged priest of Arann	47	65	2.9	C/C	-	Soc.
deranged reaver	43	65	2.9	S/S	5%	Soc.
deranged scout	46	65	2.9	T/T	10%	Soc.
deranged soldier	53	65	2.9	S/S	-	Soc.
deranged sorcerer	49	65	2.9	C	-	-
deranged theurgist	50	65	2.9	C	-	-
deranged wizard	52	65	2.9	C	-	-

MOB	LEVEL	AGGRO	ATK SP	ATTACK	EVASD	Soc/Ca
ferocious hound	48	65	3.0	S/T	10%	-
gargoye bonesnapper	60	65	2.9	C/C	5%	Soc.
ghosted hound	55	65	2.9	S/T	5%	Soc.
Golnar	47	65	5.5	C/C	5%	Soc.
granite gargoye	46	65	5.5	C/C	5%	-
haunted animator	55	65	2.9	S/T	-	Soc.
haunted deathseeker	57	65	2.9	S/T	-	Soc.
haunted lieutenant	55	65	3.4	S/T	5%	Soc.
haunted master spy	56	65	2.9	S/T	15%	Soc.
haunted veteran	57	65	2.5	S/T	20%	Soc.
Jekeel	52	65	2.9	C	-	-
Jolack the Hermit	55	1	4.2	C	-	-
Negal	65	65	2.9	C/C	-	Soc.
possessed archaeologist	36	65	2.9	T/*	15%	Soc.
possessed digger	40	65	2.9	T/*	15%	Soc.
possessed pickman	42	65	2.9	T/*	15%	Soc.
quartz gargoye	45	65	5.5	C/C	5%	-
quickstride gargoye	55	65	2.9	C/C	5%	Soc.
rawing phantom	47	50	3.5	*	-	-
roaming phantom	42	50	3.5	*	-	-
rock gargoye	44	65	3.5	C/C	5%	-
Slaireff	44	65	4.1	T/S	-	-
Somahryk	48	80	2.9	C	-	-
splittered gargoye	44	65	4.5	C/C	5%	-
stoneskin gargoye	57	65	2.9	C/C	5%	Soc.
thunderclap gargoye	63	65	2.9	C/C	5%	Soc.
tomb spider	60	75	3.6	S	-	Soc.
tomb spider hatching	53	75	3.6	S	-	Soc.
tomb spiderling	57	75	3.6	S	-	Soc.
tormented phantom assassin	43	65	2.9	T/*	15%	Soc.
tormented phantom cabalist	43	65	2.9	C/C	-	Soc.
tormented phantom mercenary	43	65	2.9	T/C	15%	Soc.
tormented phantom reaver	43	65	2.9	S/S	5%	Soc.
tormented phantom scout	43	65	2.9	T/T	10%	Soc.
tormented phantom theurgist	43	65	2.9	C	-	-
tortured hound	60	65	2.9	S/T	5%	Soc.
undead ally	59	99	3.0	S/*	-	Soc.
wandering phantom	41	50	3.5	*	-	-
wayward phantom	43	50	3.5	*	-	-
Zenith	65	100	8.0	C	-	-

Deadlands of Annwn

Midgard



The Frontlines

MOB	LEVEL	AGGRO	ATK SP	ATTACK	EVASD	SOC/CA
<i>bloody axe archer</i>	28	80	3.8	T	-	-
<i>bloody axe regular</i>	28	80	3.8	S	-	-
<i>Captain Aioris</i>	50	100	1.0	S	-	-
<i>Captain Artiv</i>	35	30	4.5	S/C	15%	Soc.
<i>Cerene</i>	50	-	3.0	S	-	-
<i>Corderan</i>	50	-	1.0	S	-	-
<i>crazed deceptor</i>	37	65	2.9	S/T	2%	Soc.
<i>crazed elder</i>	39	65	2.9	S/T	2%	Soc.
<i>crazed general</i>	40	65	2.9	S/T	15%	Soc.
<i>crazed huntsman</i>	38	65	2.9	S/T	2%	Soc.
<i>crazed hymn weaver</i>	32	65	2.9	S/T	5%	Soc.
<i>crazed lurker</i>	31	65	2.9	S/T	5%	Soc.
<i>crazed marauder</i>	35	65	2.9	S/T	5%	Soc.
<i>crazed monitor of ymir</i>	36	65	2.9	S/T	2%	Soc.
<i>crazed pathfinder</i>	30	65	2.9	S/T	5%	Soc.
<i>crazed priest</i>	34	65	2.9	S/T	2%	Soc.
<i>crazed primordial</i>	32	65	2.9	S/T	2%	Soc.
<i>crazed runecarver</i>	30	65	2.9	S/T	2%	Soc.
<i>crazed runemancer</i>	38	65	2.9	S/T	2%	Soc.
<i>crazed savage warrior</i>	37	65	2.9	S/T	2%	Soc.
<i>crazed skirmisher</i>	33	65	2.9	S/T	2%	Soc.
<i>crazed spiritmancer</i>	35	65	2.9	S/T	2%	Soc.
<i>crazed summoner</i>	33	65	2.9	S/T	2%	Soc.
<i>crazed tale-spinner</i>	36	65	2.9	S/T	2%	Soc.
<i>crazed warlock</i>	34	65	2.9	S/T	2%	Soc.
<i>crazed wilding</i>	31	65	2.9	S/T	2%	Soc.
<i>Derl</i>	50	-	1.0	S	-	-
<i>Explorer Talques</i>	50	-	3.0	S	-	-
<i>follower of Keantoth</i>	39	65	2.9	S/T	2%	-
<i>General Gar</i>	32	99	4.5	S/S	5%	Soc.
<i>General Garden</i>	50	-	1.0	S	-	-
<i>gnoll warboss</i>	22	30	4.5	C	-	Soc.
<i>Grimor</i>	41	99	3.4	T/T	25%	-
<i>Guard Lomira</i>	50	100	3.0	S	-	-
<i>Guard Onassa</i>	50	100	1.0	S	-	-
<i>Guard Thevgen</i>	50	100	3.0	S	-	Soc.
<i>half orc warboss</i>	22	80	3.8	S	-	Soc.
<i>Ibana</i>	30	100	2.9	S/T	2%	Soc.
<i>Kallana</i>	50	-	3.0	S	-	-
<i>Keantoth the Destroyer</i>	47	99	3.4	S/T	5%	-
<i>Kobold Guard</i>	30	95	3.0	S	-	-
<i>Lieutenant Alia</i>	55	-	3.0	S	-	-
<i>Lieutenant Zyrin</i>	65	100	3.0	S	-	-
<i>Nyla</i>	18	-	3.0	S	-	-

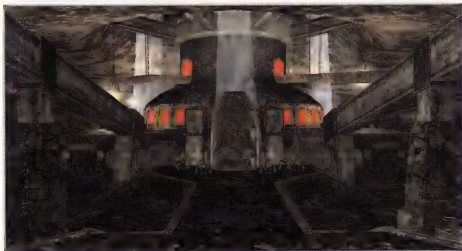
MOB	LEVEL	AGGRO	ATK SP	ATTACK	EVASD	SOC/CA
<i>outcast blackmane seer</i>	27	50	4.5	C	-	Soc.
<i>outcast blackmane skulker</i>	26	30	2.5	T/T	5%	Soc.
<i>outcast bloodmoon brute</i>	29	30	3.2	S	-	Soc.
<i>outcast bloodmoon shaman</i>	28	30	3.5	C	-	Soc.
<i>outcast bloody axe archer</i>	24,26	80	3.8	T	-	Soc.
<i>outcast bloody axe battler</i>	26	85	3.6	C/C	-	Soc.
<i>outcast bloody axe brute</i>	24,25	80	3.8	S	-	Soc.
<i>outcast bloody axe healer</i>	22	80	3.8	C	-	Soc.
<i>outcast bloody axe scout</i>	15,20	80	3.8	S	-	Soc.
<i>outcast bloody axe seer</i>	28	50	3.8	C	-	-
<i>outcast broken tusk browler</i>	19-26	90	3.0	S	-	-
<i>outcast broken tusk conjuror</i>	22-25	90	3.0	S	-	-
<i>outcast broken tusk conscript</i>	26,27	90	3.0	S	-	-
<i>outcast broken tusk cutter</i>	29	80	4.8	S	10%	Soc.
<i>outcast broken tusk diviner</i>	28-30	90	3.0	S	-	-
<i>outcast broken tusk howler</i>	27	80	3.8	C	-	Soc.
<i>outcast broken tusk mage</i>	23	80	3.8	*	-	Soc.
<i>outcast broken tusk shaman</i>	25	80	3.8	C	-	Soc.
<i>outcast broken tusk thief</i>	21	80	4.8	S	10%	Soc.
<i>Outcast Gnoll Leader</i>	30	30	3.2	S/S	15%	Soc.
<i>outcast gnoll scruff</i>	18	65	3.4	S/S	3%	-
<i>outcast gnoll scruff</i>	19	30	2.5	S/C	10%	-
<i>outcast gnoll scruff</i>	20	65	3.4	T/T	3%	-
<i>outcast gnoll scruff</i>	21	30	2.5	C/T	5%	-
<i>outcast green blud archer</i>	21	50	2.5	T/S	5%	Soc.
<i>outcast green blud warrior</i>	20	50	2.5	S/T	5%	Soc.
<i>Outcast Half Orc General</i>	30	80	4.8	S/T	15%	Soc.
<i>outcast scratchfoot battler</i>	25	30	3.2	S	-	Soc.
<i>outcast scratchfoot doomsayer</i>	15,22	30	4.5	C	-	Soc.
<i>outcast scratchfoot howler</i>	23	30	5.2	S	-	Soc.
<i>outcast scratchfoot looter</i>	24	30	2.5	S/T	5%	Soc.
<i>Runner Myrtina</i>	45	100	3.0	S	-	-
<i>Sergeant Lutho</i>	50	100	1.0	S	-	-
<i>Sergeant Nallim</i>	50	100	1.0	S	-	-
<i>Spirit of General Gar</i>	35	99	2.5	*/*	5%	Soc.
<i>Spiritmaster Londa</i>	48	-	3.0	S	-	Soc.
<i>Spiritmaster Servant</i>	40	-	2.5	S	-	-
<i>summoned gargoye</i>	30	65	2.9	S/T	2%	-
<i>Tikka</i>	50	-	1.0	S	-	-
<i>Trainee Romili</i>	50	100	3.0	S	-	-
<i>Trudi</i>	30	-	3.0	S	-	-
<i>Volsin</i>	20	-	1.0	S	-	-



Glashtin Forge

MOB	LEVEL	AGGRO	ATK SP	ATTACK	EVASD	Soc/CA
Apprentice Fronk	36	5	3.2	C/*	—	—
Apprentice Grunk	36	5	3.2	C/*	—	—
brittle gargoyle	16	99	4.2	*/*	—	Soc.
burning gargoyle	26	99	4.2	*/*	—	Soc.
chiseled gargoyle	21	99	4.2	*/*	—	Soc.
conflagrant gargoyle	34	99	4.2	*/*	—	Soc.
Explorer Fontha	50	—	3.0	S	—	—
Explorer Talques	50	—	3.0	S	—	—
fiery gargoyle	25	99	4.2	*/*	—	Soc.
fiery gargoyle fledgling	10–14	65	2.9	S/T	5%	—
fire elemental	38	80	3.7	*/*	—	—
Forgemaster Wlank	42	5	3.2	C/*	—	—
glashtin armorer	29	5	3.2	C/*	—	—
glashtin artisan	35	5	3.2	C/*	—	—
glashtin bellowsman	20	5	3.2	T/C	—	—
glashtin chopper	19	5	3.2	S/*	—	—
glashtin digger	17	5	3.2	T/*	—	—
glashtin drommo	23	99	3.2	S/S	3%	—
glashtin drone	26	99	3.2	S/S	5%	—
glashtin eldoh drommo	30	99	3.2	S/S	3%	—
glashtin eldoh mojoho	28,29	99	3.2	S/S	3%	—
glashtin eldoh azaazin	27	99	3.2	S/S	3%	—
glashtin eldoh slosho	31	99	3.2	S/S	3%	—
glashtin engineer	17	5	3.2	T/*	—	—
glashtin fixah	33	99	3.2	S/S	3%	—
glashtin goblin sprout	10–14	65	2.9	S/T	5%	—
glashtin gob'leen	17	99	3.2	S/S	3%	—
glashtin if'l gob	15	5	3.2	C/*	—	—
glashtin master artisan	42	99	3.2	S/S	3%	—
glashtin master craftsman	42	99	3.2	S/S	3%	—
glashtin master metalworker	39	99	3.2	S/S	3%	—
glashtin master smith	39	99	3.2	S/S	3%	—

MOB	LEVEL	AGGRO	ATK SP	ATTACK	EVASD	Soc/CA
glashtin mekanik	30	99	3.2	S/S	3%	—
glashtin mojoho	20,21	99	3.2	S/S	3%	—
glashtin odot'gob	21	99	3.2	S/S	3%	—
glashtin ozaazin	19	99	3.2	S/S	3%	—
glashtin pokah	35	99	3.2	S/S	3%	—
glashtin polisher	23	5	3.2	T/*	—	—
glashtin quencher	30	5	3.2	T/*	—	—
glashtin riveter	23	5	3.2	T/*	—	—
glashtin root harvester	19	5	3.2	S/*	—	—
glashtin roofjack	19	5	3.2	S/*	—	—
glashtin scrapphah	33	99	3.2	S/S	3%	—
glashtin slosho	24	99	3.2	S/S	3%	—
glashtin smelter	25	5	3.2	T/*	—	—
glashtin sniffo	22	99	3.2	S/S	3%	—
glashtin stabzu	34	99	3.2	S/S	3%	—
glashtin stakko	18	5	3.2	C/*	—	—
glashtin tailor	23	5	3.2	C/*	—	—
glashtin taskmaster	29	99	3.2	S/S	3%	—
glashtin teknishun	32	99	3.2	S/S	3%	—
glashtin tinkerer	25	99	3.2	S/S	3%	—
glashtin tunneller	17	5	3.2	S/*	—	—
glashtin weaponsmith	29	5	3.2	C/*	—	—
glashtin whelp	16	5	3.2	C/*	—	—
glashtin worker	25	99	3.2	S/S	3%	—
Guilak	30	99	3.2	S/S	3%	—
hardened gargoyle	20	99	4.2	*/*	5%	Soc.
incandescent gargoyle	32	99	4.2	*/*	—	Soc.
incendiary gargoyle	35	99	4.2	*/*	—	Soc.
Inquisitor Ugglak	34	—	3.2	S/S	3%	—
Journeyman Marg	38	5	3.2	C/*	—	—
naxious gargoyle	31	99	4.2	*/*	—	Soc.
weak gargoyle	17	99	4.2	*/*	—	Soc.



Kobold Undercity

MOB	LEVEL	AGGRO	ATK SP	ATTACK	EVASD	SOCC/A
2headedwolf	30	-	3.5	C	-	Soc.
2headedwolfzombie	30	-	3.5	C	-	-
2headwhitewolf	30	-	3.5	C	-	-
Atavldr	60	-	3.0	S	-	Call
agressive possessed kobold	30	100	3.5	C	-	-
Aldfysa	57	-	3.7	C	-	Call
animated skeleton	40	-	3.5	C	-	Soc.
animated skeleton	42	99	3.5	C	-	Soc.
Aor	50	-	3.0	S	-	-
Arnelita Botsdottir	57	-	3.7	C	-	Call
Amora	57	-	3.7	C	-	Call
Astira	50	-	1.0	S	-	-
Balach	20	-	3.0	S	-	-
Bergulfr	56	-	3.2	S/S	-	Call
Boss Scratthor	50	-	3.5	C	-	Soc.
Brard Adayrson	50	-	3.0	S	-	-
brownie necromancer	30	-	3.5	C	-	-
Captain Kelnard	50	-	1.0	S	-	-
Cassie	18	-	3.0	S	-	-
Dalir Ygdrikisson	3	-	3.0	S	-	-
Dalthea	50	-	1.0	S	-	-
Dejja	50	-	3.0	S	-	-
demonic rock scrag	40	-	3.5	C	-	Soc.
demonic wolf	30	-	3.5	C	-	Soc.
Dennic	18	-	3.0	S	-	-
Dyrfrinna	50	-	3.0	S	-	-
Dyni	59	-	3.3	C	-	Call
Eluarzin	50	-	3.0	S	-	-
entranced possessed kobold	30	-	3.5	C	-	-
Explorer Kesil	50	-	3.0	S	-	-
Eymundr	58	-	4.0	C	-	Call
Faxe Druckrasson	50	-	3.0	S	-	-
Forbie	50	-	3.5	C	-	-
giant snake	30	-	3.5	C	-	-
glowies	51	-	3.8	S	-	-
Garbo	10,20	-	3.5	C	-	-
green snake	30	-	3.5	C	-	-
Guard Aesill	50	100	3.0	S	-	-
Guard Breidin	50	100	3.0	S	-	-
guard hound	30	-	3.5	C	-	-
Guard Ideldir	50	100	3.0	S	-	-
Guard Meldari	50	100	3.0	S	-	-
Guard Mielan	50	100	3.0	S	-	-
Guard Nycca	50	100	3.0	S	-	-
Guard Osteya	50	100	3.0	S	-	-
Guard Shendregar	20	-	3.0	S	-	-
Guard Sieglanda	50	100	3.0	S	-	-
Guard Tenglar	20	-	3.0	S	-	-
Guard Thesilla	50	100	3.0	S	-	-
Guard Vaden	50	100	3.0	S	-	-
Guard Wanhlida	50	100	3.0	S	-	-
Guard Weyr	50	100	3.0	S	-	-
Guard Zuia	50	100	3.0	S	-	-
hissing snake	30	-	3.5	C	-	-
Hrefna	60	-	3.6	C	-	Call
Idaya	70	-	4.2	S	-	-

MOB	LEVEL	AGGRO	ATK SP	ATTACK	EVASD	SOCC/A
Idlegi	39	-	3.0	S	-	-
Isgerar	59	-	3.4	C	-	Call
Isvia	50	-	3.0	S	-	Soc.
Ivor	50	-	3.0	S	-	-
Jaanaika	50	-	3.0	S	-	-
Jaran the Magical	50	-	3.0	S	-	-
Keli	50	-	3.0	S	-	Soc.
Keninn	58	-	3.5	C	-	Call
Kobold Sentry	35	-	3.0	S	-	-
Larth	50	-	3.0	S	-	Soc.
Lasynn	56	-	3.2	S/S	-	Call
Lenia	50	-	3.0	S	-	-
loose gravel	18	-	3.0	S	-	-
Magan Ygdrikisdottir	4	-	3.0	S	-	-
Master of Runes	50	100	2.0	S/S	4%	Soc.
Miema	50	-	3.0	S	-	-
Mikkel	50	-	3.0	S	-	-
Mine Guard	49	-	3.0	S	-	-
monstrous spider	30	99	3.5	T	-	-
Myroja Ygdrikisvif	5	-	3.0	S	-	-
Myrtai	50	-	3.0	S	-	-
Nesila	58	-	3.2	S/S	-	Call
Odedar	40	-	1.0	S	-	-
Orglimar	20	-	3.0	S	-	-
Ostamir	50	-	3.0	S	-	-
outcast bloody axe battler	24	65	3.6	C/C	-	-
outcast bloody axe guard	20	80	3.8	S	-	Soc.
outcast bloody axe healer	22	100	3.8	C	-	Soc.
outcast bloody axe siegemaster	23	65	3.6	C/C	-	-
outcast bloody axe staneloader	24	65	3.6	C/C	-	-
outcast scratchfoot sneak	25	30	2.5	S/T	5%	Soc.
possessed harvester	24	65	3.6	C/C	-	-
possessed lion	30	-	3.5	C	-	-
possessed raider	25	65	3.6	C/C	-	-
possessed forest giant	30	-	3.5	C	-	-
Rierda	70	-	4.2	S	-	-
Risill	50	-	3.0	S	-	-
Raimlia	57	-	3.3	S/C	-	Call
Runemaster Frigdar	50	99	4.3	S	-	Soc.
Runemaster Jarloth	50	99	4.0	S	-	Soc.
Runemaster Jogund	50	99	4.3	S	-	Soc.
Runemaster Weimard	50	99	4.0	S	-	Soc.
Soehilde	50	-	3.0	S	-	-
Seiyana	50	-	3.0	S	-	-
Sentry Cysien	50	-	3.0	S	-	-
Siegemaster	50	100	2.0	S/S	4%	Soc.
Skeki	50	-	3.0	S	-	-
small spider	30	-	3.5	-	-	-
Smith Jorra	57	-	3.7	C	-	Call
snarling wolf	45	99	3.5	-	-	-
Solgi	60	-	3.6	C	-	Call
spriteling	30	-	3.5	C	-	-
Styrmir	57	-	3.7	C	-	Call
Sunda	50	-	3.0	S	-	-
Teowin	20	-	3.5	-	-	-
Thodon Ygdrikis	6	-	3.0	S	-	-

Midgard



Thayr	50	-	3.0	S	-	-	Undercity Guard	49	100	3.0	S	-	-
Thayra	50	-	1.2	T	-	-	Undercity Resident	49	-	3.0	S	-	-
Thorban	50	-	3.0	S	-	Soc.	Valgaror	57	-	3.7	C	-	Call
Thorgylia	50	-	3.0	S	-	-	Vangthar	10	-	3.0	S	-	-
Thoyr	50	-	1.2	T	-	-	Vernundr	59	-	3.4	S	-	Call
Torri	57	-	3.2	S	-	Call	Vieden Odynsonn	50	-	3.0	S	-	-
Trivela	50	-	3.0	S	-	-	Viking Jarl	50	100	2.0	S/S	4%	Soc.
Tynsonn	50	-	3.0	S	-	-	wilding summoner	30	-	3.5	C	-	-
Uldran	50	-	3.0	S	-	-	Wosill	70	-	4.2	S	-	-
undead roman	30	-	3.5	C	-	-							

Nyttheim

MOB	LEVEL	AGGRO	ATK SP	ATTACK	EVASD	SOC/CA
<i>Benzar</i>	40	65	3.1	S/T	5%	-
<i>berserk hand of Skadi</i>	60	65	3.7	S/T	5%	-
<i>berserk hand of Tyr</i>	60	65	3.7	S/T	5%	-
<i>Bjoran</i>	36	-	3.0	S	-	-
<i>craggy hide gargoyle</i>	30,31	65	2.9	S/T	5%	-
<i>crazed deceptor</i>	36	65	2.5	S/T	10%	Soc.
<i>crazed guard</i>	30	65	3.5	S/T	5%	Soc.
<i>crazed huntsman</i>	38	65	3.5	S/T	10%	Soc.
<i>crazed tribal elder</i>	38	65	2.9	S/T	5%	Soc.
<i>crazed tribal warrior</i>	37	65	2.9	S/T	10%	Soc.
<i>Eronid</i>	50	-	3.0	S	-	-
<i>fanatical fist of Kelgor</i>	56	65	3.2	S/T	5%	Soc.
<i>fanatical hand of Bragi</i>	58	65	2.9	S/T	5%	Soc.
<i>fanatical hand of Hel</i>	57	65	2.9	S/T	-	Soc.
<i>fanatical hand of Loki</i>	51	65	2.5	S/T	5%	Soc.
<i>fanatical hand of Odin</i>	54	65	2.9	S/T	5%	Soc.
<i>fanatical hand of Skadi</i>	50	65	3.1	S/T	5%	Soc.
<i>fanatical hand of Tyr</i>	58	65	3.7	S/T	10%	Soc.
<i>fanatical hand of Ymir</i>	57	65	2.9	S/T	5%	Soc.
<i>fanatical tribal chieftain</i>	53	65	2.9	S/T	5%	Soc.
<i>festering hound</i>	35	65	2.9	S/T	10%	Soc.
<i>gargoyle bonesnapper</i>	50	65	2.9	C/C	5%	Soc.
<i>Gebbo</i>	60	65	3.7	S/T	10%	-
<i>Gorluk</i>	44	65	3.2	S/T	5%	-
<i>guard of Vanjordor</i>	50	65	3.7	S/T	10%	Soc.
<i>Haki</i>	35	65	3.0	S/T	-	-
<i>Jerren's Ghost</i>	60	-	3.6	C	-	-
<i>Jessie</i>	10	-	3.0	S	-	-
<i>Jamandur</i>	60	65	3.7	S/T	5%	-
<i>Jorlan</i>	49	65	3.1	S/T	5%	Soc.
<i>Klydor</i>	39	65	3.2	S/T	5%	-
<i>Kobold Spirit</i>	60	-	3.8	C/C	-	Soc.

MOB	LEVEL	AGGRO	ATK SP	ATTACK	EVASD	SOC/CA
<i>Kollinna</i>	65	65	3.7	S/T	5%	-
<i>lithic gargoyle</i>	35,36	65	2.9	S/T	5%	-
<i>Lytami</i>	41	65	2.6	S/T	5%	-
<i>maniacal bonemage</i>	45	65	2.9	S/T	5%	Soc.
<i>maniacal lord of Sogas</i>	40	65	3.1	S/T	5%	Soc.
<i>maniacal master of prey</i>	44	65	2.7	S/T	5%	Soc.
<i>maniacal pitmaster</i>	57	65	3.7	S/T	5%	-
<i>maniacal protector of Kelgor</i>	42	65	2.7	S/T	10%	Soc.
<i>maniacal runic adept</i>	43	65	2.9	S/T	5%	Soc.
<i>maniacal shadow master</i>	41	65	2.6	S/S	10%	Soc.
<i>maniacal shamanic visionary</i>	40	65	2.9	S/T	5%	Soc.
<i>maniacal spiritist adept</i>	39	65	2.9	S/T	5%	Soc.
<i>maniacal warmonger</i>	39	65	3.2	S/S	5%	Soc.
<i>Migan</i>	45	65	2.9	S/T	5%	-
<i>Migan's Hound</i>	35	65	2.9	S/T	5%	-
<i>pitmaster guard</i>	50	65	3.7	S/T	5%	-
<i>possessed deceptor</i>	35	65	2.5	S/T	5%	-
<i>possessed hound youth</i>	26-34	-	3.6	T/S	-	Soc.
<i>possessed kidnapper</i>	45	65	2.9	S/T	5%	Soc.
<i>quickstride gargoyle</i>	45	65	2.9	C/C	5%	Soc.
<i>rockribbed gargoyle</i>	40,41	65	2.9	S/T	5%	-
<i>savage hound</i>	40	65	2.9	S/T	10%	Soc.
<i>Sesur</i>	41	65	2.6	S/T	5%	-
<i>stoneskin gargoyle</i>	47	65	2.9	C/C	5%	Soc.
<i>surestrike gargoyle</i>	55	65	2.9	C/C	5%	Soc.
<i>Thotan</i>	37	65	2.9	S/T	5%	-
<i>thunderclap gargoyle</i>	53	65	2.9	C/C	5%	Soc.
<i>Transil</i>	49	65	2.5	S/T	5%	Soc.
<i>unwilling kobold</i>	30	65	3.2	S/T	5%	-
<i>Vanjordor</i>	65	65	3.7	S/T	5%	Soc.
<i>Viedyn</i>	42	65	2.7	S/T	5%	-



Nyttheim

Midgard



The Otherworld

MOB	LEVEL	AGGRO	ATK SP	ATTACK	EVASD	Soc/Ca
Anlun	65	65	3.5	S/T	10%	Soc.
Cianan	70	99	3.8	S/S	20%	Soc.
Cianan's Essence	65	99	3.8	*	10%	Soc.
Clardhal	60	99	3.5	S/T	10%	Soc.
ferocious archon	58	65	3.5	S/T	1%	Soc.
ferocious armergant	58	65	3.5	S/T	1%	Soc.
ferocious aristol	58	65	3.5	S/T	1%	Soc.
ferocious bladesong	58	65	3.5	S/T	1%	Soc.
ferocious hero	58	65	3.5	S/T	1%	Soc.
ferocious master marksman	58	65	3.5	S/T	1%	Soc.
ferocious master ranger	58	65	3.5	S/T	1%	Soc.
ferocious mind weaver	58	65	3.5	S/T	1%	Soc.
ferocious paragon	58	65	3.5	S/T	1%	Soc.
ferocious seraph	58	65	3.5	S/T	1%	Soc.
Fist of the Shar	48	99	3.4	C	2%	Soc.
Frenzied Aide	51	50	3.4	S	-	Soc.
frenzied augur	54	50	3.4	S	-	Soc.
frenzied fallen knight	53	50	3.4	S	-	Soc.
frenzied guardian	52	50	3.4	S	-	Soc.
Frenzied Knight	53	50	3.4	S	-	Soc.
Frenzied Lordling	57	75	3.4	S	-	Soc.
frenzied ravager	53	50	3.4	S	5%	Soc.
frenzied soul renderer	52	50	3.4	S	-	Soc.
Frenzied Squire	46	50	3.4	S	5%	Soc.
gargoyle bonesnapper	60	65	2.9	S/T	5%	Soc.
ghosted hound	58	65	2.9	S/T	5%	Soc.
Gracklar	65	99	2.9	C/C	5%	Soc.
Gruhl the Unclean	42	30	5.2	S	-	Soc.
maniacal bully	43	50	3.4	S	-	Soc.
maniacal fighter	42	50	3.4	S	-	Soc.
maniacal footpood	42	50	3.4	S	5%	Soc.
maniacal gnoll	42	99	3.4	S	-	Soc.
maniacal mender	44	50	3.4	S	-	Soc.
maniacal prophet	44	50	3.4	S	-	Soc.
maniacal pugilist	46	50	3.4	S	-	Soc.
maniacal shadow	45	50	3.4	S	5%	Soc.
maniacal spellbinder	45	50	3.4	S	-	Soc.
maniacal squire	46	50	3.4	S	5%	Soc.

MOB	LEVEL	AGGRO	ATK SP	ATTACK	EVASD	Soc/Ca
maniacal visionary	43	50	3.4	S	-	Soc.
obstinate consul	58	65	3.5	S/T	1%	Soc.
obstinate duelist	58	65	3.5	S/T	10%	Soc.
obstinate master archer	58	65	3.5	S/T	1%	Soc.
obstinate mystagogue	58	65	3.5	S/T	1%	Soc.
obstinate valorant	58	65	3.5	S/T	1%	Soc.
outcast strong fist grunt	40	99	3.3	S	-	-
outcast strong fist lurker	42	99	4.3	T	-	-
outcast strong fist priest	44	99	3.8	C	-	-
outcast strong fist protector	43	99	3.6	S/T	4%	-
outcast strong fist seer	41	99	3.8	C	-	-
outcast thalloonigh brawler	36	30	3.2	S	-	Soc.
outcast thalloonigh brute	38	30	5.2	S	-	Soc.
outcast thalloonigh earth caller	39	30	4.5	C	-	Soc.
outcast thalloonigh packmaster	39	30	3.5	C	-	Soc.
outcast thalloonigh rogue	36	30	2.5	T/T	5%	Soc.
outcast thalloonigh seer	37	30	3.5	C	-	Soc.
outcast thalloonigh warlock	36	30	4.5	C	-	Soc.
outcast thalloonigh witch doctor	37	30	4.5	C	-	Soc.
quickstride gargoyle	55	65	2.9	S/T	5%	Soc.
raving auspex	51	50	3.4	S	-	Soc.
raving battle dancer	50	50	3.4	S	5%	Soc.
raving conjurer	48	50	3.4	S	-	Soc.
raving crier	49	50	3.4	S	5%	Soc.
raving diviner	47	50	3.4	S	-	Soc.
raving evocator	49	50	3.4	S	-	Soc.
raving gladiator	50	50	3.4	S	-	Soc.
Raving Illusionist	50	99	3.4	S	-	Soc.
raving militia-man	47	50	3.4	S	-	Soc.
raving scrapper	48	50	3.4	S	-	Soc.
raving thief	51	50	3.4	S	5%	Soc.
Rinvan	45	65	3.5	S/T	1%	Soc.
stoneskin gargoyle	57	65	2.9	S/T	5%	Soc.
surestrike gargoyle	65	99	2.9	S/T	5%	Soc.
Tardossus	40	65	3.5	S/T	1%	Soc.
thunderclap gargoyle	63	65	2.9	S/T	5%	Soc.
tortured hound	58	65	2.9	S/T	5%	Soc.



-  Named NPC
-  Trainer
-  Merchant
-  Zone
-  Blocked Zone
-  Obelisk

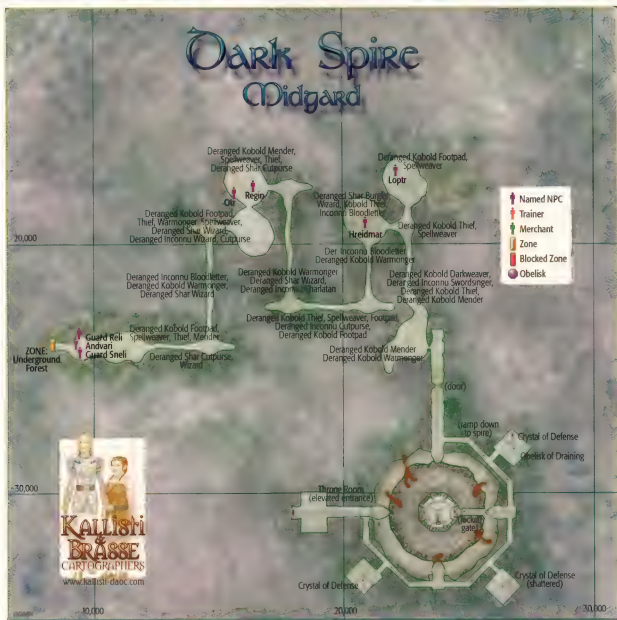
2025/04

Underground Forest

MOB	LEVEL	AGGRO	ATK Sp	ATTACK	EVASD	Soc/Ca
albino cave sprite	35	-	3.5	T/S	5%	Soc.
albino cave spider	40	-	3.5	T/S	10%	Soc.
albino cave spinteling	30	-	3.5	T/S	5%	Soc.
Alfrendar	50	-	1.0	S	-	-
An'shi	35	65	3.4	S/T	4%	-
bloated cave spider	45	75	3.6	S	-	Soc.
cave spider	40	75	3.6	S	-	Soc.
cave spider hatchling	30	75	3.6	S	-	Soc.
cave spiderling	35	75	3.6	S	-	Soc.
Chieftan Khurunus	45	65	2.9	T/T	8%	Soc.
crazed marauder	35	65	2.9	S/T	5%	Soc.
crazed priest	34	65	2.9	S/T	2%	Soc.
crazed skirmisher	33	65	2.9	S/T	2%	Soc.
crazed summoner	33	65	2.9	S/T	2%	Soc.
crazed warlock	34	65	2.9	S/T	2%	Soc.
Da'mesh	35	65	3.4	S/T	4%	-
Dashlon Timbers	25	-	3.2	T/T	-	-
disturbed defender	34	65	3.5	S/T	5%	Soc.
disturbed marksman	34	65	3.5	S/T	1%	Soc.
disturbed possessor	35	65	3.5	S/T	5%	Soc.
disturbed stalwart	33	65	3.5	S/T	5%	Soc.
disturbed vigilante	33	65	3.5	S/T	5%	Soc.
Explorer Fontha	50	-	3.0	S	-	-
fanatical hunter	50	65	3.1	S/T	10%	-
fanatical packmaster	52	65	3.7	S/T	10%	Soc.
fanatical runemaster	51	65	2.9	S/T	5%	Soc.
fanatical shadowblade	50	65	2.5	S/T	10%	Soc.
fanatical warrior	51	65	3.7	S/T	10%	Soc.
feral hound	50	65	2.9	S/T	10%	Soc.
Frenlin	50	-	3.0	S	-	-
glashtin dromma	34	99	3.2	S/S	3%	Soc.
glashtin mojabo	33	99	3.2	S/S	3%	Soc.
glashtin ozzozin	33	99	3.2	S/S	5%	Soc.
glashtin slasho	35	99	3.2	S/S	3%	Soc.
glashtin taskmaster	34	99	3.2	S/S	3%	Soc.
Guard Anvaki	50	100	3.0	S	-	-
Guard Hathar	50	100	3.0	S	-	-
Guard Lienya	50	100	3.0	S	-	-
Haral	50	-	3.0	S	-	-
haunted assassin	34	65	2.9	S/T	7%	Soc.
haunted blackguard	34	65	2.5	S/T	4%	Soc.
haunted deathseeker	35	65	2.9	S/T	-	Soc.
haunted sergeant	33	65	3.4	S/T	4%	Soc.
haunted spiritist	33	65	2.9	S/T	-	Soc.
Hunter Deragor	50	-	1.0	S	-	-
Hurnos	65	-	3.0	S	-	Call
Issoja	50	-	3.0	S	-	-
Karlees	40	-	3.0	S	-	-
Kobold Guard	30	95	3.0	S	-	-

MOB	LEVEL	AGGRO	ATK Sp	ATTACK	EVASD	Soc/Ca
large albino cave sprite	45	25	3.5	T/S	10%	Soc.
large cave spider	43	75	3.6	S	-	Soc.
large mossy cave sprite	45	25	3.5	T/S	10%	Soc.
mossy cave sprite	37	-	3.5	T/S	5%	Soc.
mossy cave spider	40	-	3.5	T/S	10%	Soc.
mossy cave spinteling	30	-	3.5	T/S	5%	Soc.
Onaru	44	100	2.9	T/T	4%	Soc.
Oppsvulmet	57	99	3.6	*/*	-	Soc.
oppsvulmet's brood	45	99	3.6	*/*	5%	Soc.
Orunos	50	99	2.9	T/*	4%	Soc.
Orunos	55	99	2.9	*/*	10%	Soc.
Paavu	30	1	3.0	S	1%	-
pleurotus	45	99	3.4	*/*	-	-
pleurotus major	48	99	3.4	*/*	-	-
possessed pickman	42	65	2.9	T/*	15%	Soc.
Recruit Woban	45	100	3.0	S	-	-
Rudir	40	-	3.0	S	-	-
Ru'ua	32	65	2.9	S/T	-	-
Sentry Vudi	39	-	3.0	S	-	-
Sergeant Kaydia	50	100	1.0	S	-	-
Sordaya	50	-	3.0	S	-	Soc.
terraccite blade	44	99	2.9	T/S	4%	Soc.
terraccite bladedancer	50	99	2.9	S/S	5%	Soc.
Terraccite Chyrikkitooit	55	99	2.9	S/S	4%	Soc.
terraccite grunt	26-35	100	3.0	S	-	-
terraccite guard	44	65	2.9	T/T	4%	-
terraccite harbinger	35,37	95	3.0	S	-	-
terraccite healer	50	99	2.9	T/*	5%	Soc.
terraccite healer	30,32	85	3.0	S	-	-
terraccite hunter	44,49	99	2.9	T/*	5%	Soc.
terraccite isolationist	48	99	2.9	T/T	4%	Soc.
Terraccite Luminary	51	99	2.9	T/*	4%	Soc.
terraccite mold shaman	46	99	2.9	T/*	4%	Soc.
terraccite poacher	48	99	2.9	T/*	5%	Soc.
terraccite scout	40	65	2.9	C/*	4%	Soc.
terraccite scout	42	65	2.9	T/T	5%	Soc.
terraccite scrapper	26,28	90	3.0	S	-	-
terraccite skald	50	99	2.9	S/*	4%	Soc.
terraccite spearman	50	99	2.9	T/T	4%	Soc.
terraccite spellsinger	46	99	2.9	T/*	4%	Soc.
terraccite spore shaman	50	99	2.9	T/*	4%	Soc.
terraccite spore warrior	50	99	2.9	T/*	4%	Soc.
terraccite stalker	33-37	55	3.8	S/S	-	Soc.
terraccite trapper	50	99	2.9	T/*	5%	Soc.
terraccite warrior	44	99	2.9	T/T	4%	Soc.
terraccite xenophobe	48	99	2.9	T/T	4%	Soc.
Ulonk	65	100	3.0	S	-	Call
undead ally	32	99	3.0	S/*	-	Soc.
Wandra	40	-	3.0	S	-	-





HIBERNIA MAIN DUNGEONS

Abandoned Mines

MOB	LEVEL	AGGRO	ATK SP	ATTACK	EVASD	Soc/Ca
Alirak	50	-	3.0	S	-	-
Astela	35	512	1.0	S	-	-
Blydoc	45	-	2.0	S/S	4%	-
Caekin	50	-	3.0	S	-	-
Dereglar	22	99	3.6	S/T	4%	-
Engineer Ocein	50	-	3.0	S	-	-
Erellola	50	-	3.5	T/T	-	-
Facebiter	26	99	3.2	S/S	-	-
Fendald	50	-	3.0	S	-	-
Forgemaster Rjorn	35	100	4.5	C/C	10%	Soc.
glashtin attendant	28	55	3.5	C	-	Soc.
glashtin big basher	23	99	3.2	S/S	-	Soc.
glashtin brewer	22	99	3.2	S/S	-	Soc.
glashtin bully	20	99	3.2	S/S	-	-
glashtin delinquent	19	99	3.2	S/S	-	-
glashtin forge master	30,31	55	4.5	C/C	-	Soc.
glashtin hooligan	22	99	3.2	S/S	-	Soc.
glashtin overseer	33	90	4.5	C/C	15%	Call
glashtin slave	20	-	3.8	C	-	Soc.
glashtin slavemaster	26	55	3.8	S	-	Soc.
glashtin sneak	20	99	3.2	S/S	-	-
glashtin surveyor	27	55	3.5	C	-	Soc.
glashtin thundercaller	21	99	3.2	S/S	-	Soc.
glashtin tinkerer	28,29	45	4.0	C	1%	Soc.
glashtin watchman	26	55	3.5	S	3%	Soc.
glashtin whelp	18	-	3.2	S/S	-	-
glashtin worker	25-27	-	3.5	C	-	Soc.
glashtin wretch	19	99	3.2	S/S	-	-
half orc grunt	22	99	4.2	S	-	-
half orc lurker	22	99	4.3	T	-	-
half orc marauder	22	99	3.8	C	-	-
half orc priestess	22	99	3.8	*/*	-	-
half orc priestess Oshka	23	99	3.8	*/*	-	Call
half orc protector	22	99	3.6	S/T	4%	-
half orc seer	22	99	3.8	C	-	-
half orc worg	17-23	99	3.5	*/*	-	-
half orc worg pup	20	-	3.5	*/*	-	-

MOB	LEVEL	AGGRO	ATK SP	ATTACK	EVASD	Soc/Ca
half orc youth	20	-	4.0	S	-	-
Hastener	50	-	3.0	S	-	-
Jania	35	-	0.5	S	-	-
Overseer Zadak	34	100	4.5	C/C	15%	Call
Quartermaster Shax	27	99	3.8	*/*	-	Call
Renza	50	-	3.0	S	-	-
Rhela	40	-	1.0	S	-	-
Sergeant Deoryca	50	100	3.5	C	-	-
Slavemaster Kurg	35	99	4.5	S/S	5%	Soc.
Spectalar	50	-	3.0	S	-	-
Subcommander Klargla	27	99	3.8	*/*	-	Call
Thalloonagh	31	30	4.5	S/*	10%	Soc.
thalloonagh brawler	27	30	3.2	S	-	Soc.
thalloonagh brute	29	30	5.2	S	-	Soc.
thalloonagh champion	23	30	5.2	S	-	Soc.
thalloonagh channeler	25	30	4.5	C	-	Soc.
thalloonagh earth caller	30	30	4.5	C	-	Soc.
thalloonagh elder	30	30	3.5	C	-	Soc.
thalloonagh guard	30	30	4.5	C	-	Soc.
thalloonagh hedge mage	22	30	4.5	C	-	Soc.
thalloonagh herbalist	23	30	3.5	C	-	Soc.
thalloonagh oathbinder	24	30	4.5	C	-	Soc.
thalloonagh rogue	28	30	2.5	T/T	5%	Soc.
thalloonagh scrounger	20,22	30	2.5	S/T	5%	Soc.
thalloonagh seer	29	30	3.5	C	-	Soc.
thalloonagh shaman	26	30	3.5	C	-	Soc.
thalloonagh slinkfoot	25	30	2.5	T/T	5%	Soc.
thalloonagh taskmaster	26	30	5.2	C	-	Soc.
thalloonagh warlock	27	30	4.5	C	-	Soc.
thalloonagh warrior	24	30	3.2	S	-	Soc.
thalloonagh witch doctor	28	30	4.5	C	-	Soc.
Timekeeper Careri	50	-	3.0	S	-	-
Track Master Dare	50	-	3.0	S	-	-
Tysholt	50	-	3.0	S	-	-
Uldreg	22	99	3.6	S/T	4%	-
Wanderer Vuran	50	-	3.0	S	-	-



KALLISTI
BRASSE
CARTOGRAPHERS

www.kallisti-dabc.com

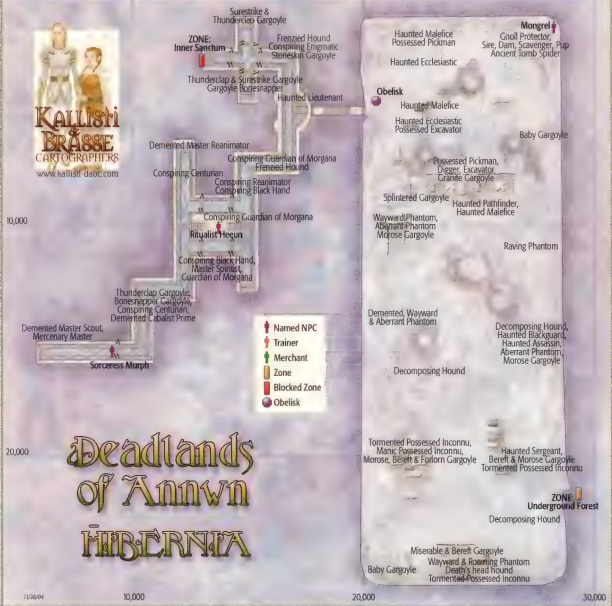
Deadlands of Annwn

MOB	LEVEL	AGGRO	ATK SP	ATTACK	EVASD	Soc/CA
aberrant phantom	44	50	3.5	*	—	—
ancient tomb spider	48	75	3.6	S	—	—
baby gargoyle	40	65	3.5	C/C	5%	—
beret gargoyle	44	65	4.5	C/C	5%	—
Corron	50-60	50	3.5	*	—	—
chipped gargoyle	50	65	4.5	C/C	5%	—
conspiring black hand	60	65	3.1	S/T	7%	Soc.
conspiring centurian	61	65	3.2	S/T	4%	Soc.
conspiring enigmatic	58	65	2.9	S/T	—	Soc.
conspiring guardian of morgana	59	65	3.1	S/T	—	Soc.
conspiring master spiritist	61	65	2.9	S/T	—	Soc.
conspiring reanimator	59	65	2.9	S/T	4%	Soc.
conspiring sentinel	58	65	3.3	S/T	4%	Soc.
Crahhghk Thundermaw	45	65	3.2	S/T	1%	Soc.
crazed phantom	48	50	3.5	*	—	—
Dagaugis	44	65	3.1	S/T	4%	Soc.
death's head hound	50	65	3.0	S/T	10%	—
decomposing hound	46	65	2.5	S/T	5%	—
demented cabalist prime	64	65	2.9	S/T	4%	Soc.
demented dark knight	62	65	3.1	S/T	4%	Soc.
demented general	64	65	3.7	S/T	4%	Soc.
demented master infiltrator	63	65	2.9	S/T	7%	Soc.
demented master reanimator	62	65	2.9	S/T	—	Soc.
demented master scout	60,65	65	2.9	S/T	4%	Soc.
demented mercenary master	63	65	2.9	S/T	4%	Soc.
demented phantom	46	50	3.5	*	—	—
demented sorcerer prime	65	65	2.9	S/T	4%	Soc.
farlorn gargoyle	42	65	2.5	C/C	5%	—
frenzied hound	60	65	2.9	S/T	5%	Soc.
gargoyle bonesnapper	60	65	2.9	S/T	5%	Soc.
gargoyle hunter	45,50	65	5.5	C/C	5%	—
ghostly wisp	44	50	3.5	*	—	—
gnoll dam	50	99	2.7	S/S	3%	—
gnoll forager	52	99	2.7	S/S	3%	—
gnoll protector	52	99	2.7	S/S	3%	—
gnoll pup	48	50	2.7	S/S	3%	—
gnoll scavenger	52	99	2.7	S/S	3%	—

MOB	LEVEL	AGGRO	ATK SP	ATTACK	EVASD	Soc/CA
gnoll sire	51	99	2.7	S/S	3%	—
granite gargoyle	50	65	5.5	C/C	5%	—
haunted assassin	48	65	2.9	T/*	5%	—
haunted blackguard	49	65	2.9	T/T	4%	—
haunted ecclesiastic	50	65	2.9	T/T	4%	—
haunted lieutenant	55	65	3.4	S/T	4%	Soc.
haunted malefic	50	65	2.9	C/C	4%	—
haunted pathfinder	50	65	2.9	T/T	4%	—
haunted sergeant	46	65	2.9	S/S	4%	—
Knell	52	65	3.0	S/T	10%	—
manic possessed inconnu	44	—	3.5	C	—	—
Manicom	52	65	2.9	T/T	4%	—
miserable gargoyle	42	65	3.5	C/C	5%	—
Mongrel	55	99	2.7	S/S	3%	—
marose gargoyle	44	65	5.5	C/C	5%	—
phantom wisp	40	50	3.5	*	—	—
possessed archaeologist	48	65	2.9	T/*	15%	Soc.
possessed digger	50	65	2.9	T/*	15%	Soc.
possessed excavator	49	65	2.9	T/*	15%	Soc.
possessed pickman	50	65	2.9	T/*	15%	Soc.
roving phantom	46	50	3.5	*	—	—
Ritualist Heeun	65	100	4.2	C	—	—
roaming phantom	42	50	3.5	*	—	—
rock gargoyle	48	65	3.5	C/C	5%	—
Sorceress Murph	65	65	2.9	S/T	4%	Soc.
splintered gargoyle	48	65	2.5	C/C	5%	—
stoneskin gargoyle	57	65	2.9	S/T	5%	Soc.
surestrike gargoyle	65	65	2.9	S/T	5%	Soc.
thunderclap gargoyle	63	65	2.9	S/T	5%	Soc.
tortmented possessed inconnu	42	—	3.5	C	—	—
tortured possessed inconnu	42	—	3.5	C	—	—
wandering phantom	42	50	3.5	*	—	—
Warlord Kilomel	70	99	3.2	S/T	—	Soc.
wayward phantom	44	50	3.5	*	—	—
Winged Terror	60	65	4.2	S/T	5%	Call
wraith wisp	46	50	3.5	*	—	—



**KALLISTI
BRASSE**
CARTOGRAPHERS
www.kallisti-daoc.com



The Frontlines

MOB	LEVEL	AGGRO	ATK SP	ATTACK	EVASD	Soc/Ca
Cerra	55	—	1.0	S	—	—
Charm	47	30	3.2	S/S	15%	Soc.
crazed deceptor	48	65	2.9	S/T	2%	Soc.
crazed elder	50	65	2.9	S/T	2%	Soc.
crazed general	50	65	2.9	S/T	15%	Soc.
crazed huntsman	49	65	2.9	S/T	2%	Soc.
crazed marauder	46	65	2.9	S/T	5%	Soc.
crazed monitor of ymir	47	65	2.9	S/T	2%	Soc.
crazed runemancer	49	65	2.9	S/T	2%	Soc.
crazed savage warrior	48	65	2.9	S/T	2%	Soc.
crazed spiritmancer	46	65	2.9	S/T	2%	Soc.
crazed tale-spinner	47	65	2.9	S/T	2%	Soc.
fanatical fist of Kelgor	63	65	3.2	S/T	5%	Soc.
fanatical hand of Bragi	64	65	2.9	S/T	5%	Soc.
fanatical hand of Hel	65	65	2.9	S/T	5%	Soc.
fanatical hand of Loki	62	65	2.5	S/T	5%	Soc.
fanatical hand of Odin	63	65	2.9	S/T	5%	Soc.
fanatical hand of Skadi	62	65	3.1	S/T	5%	Soc.
fanatical hand of Tyr	65	65	3.7	S/T	5%	Soc.
fanatical hand of Ymir	64	65	2.9	S/T	5%	Soc.
fanatical tribal chieftain	63	65	2.9	S/T	5%	Soc.
Gelvin the Mad	68	65	3.7	S/T	15%	Soc.
maniacal bonemage	62	65	2.9	S/T	5%	Soc.
maniacal lord of Sagas	59	65	3.1	S/T	5%	Soc.
maniacal master of prey	61	65	2.7	S/T	5%	Soc.
maniacal protector of Kelgor	60	65	2.7	S/T	5%	Soc.
maniacal runic adept	61	65	2.9	S/T	5%	Soc.

MOB	LEVEL	AGGRO	ATK SP	ATTACK	EVASD	Soc/Ca
maniacal shadow master	60	65	2.6	S/T	5%	Soc.
maniacal shamanic visionary	59	65	2.9	S/T	5%	Soc.
maniacal spiritist adept	58	65	2.9	S/T	5%	Soc.
maniacal warmonger	58	65	3.2	S/T	5%	Soc.
Narg the Insane	60	65	2.9	C/C	5%	Soc.
Numsi	50	65	2.9	S/T	2%	Soc.
outcast blackmane seer	45	30	4.5	C	—	Soc.
outcast blackmane skulker	45	30	2.5	T/T	5%	Soc.
outcast bloodmoon brute	46	30	3.2	S	—	Soc.
outcast bloodmoon shaman	46	30	3.5	C	—	Soc.
outcast bloody axe archer	43	80	3.8	T	—	Soc.
outcast bloody axe brute	42	80	3.8	S	—	Soc.
outcast bloody axe healer	41	80	3.8	C	—	Soc.
outcast bloody axe scout	40	80	3.8	S	—	Soc.
outcast broken tusk howler	43	80	3.8	C	—	Soc.
outcast broken tusk mage	41	80	3.8	*	—	—
outcast broken tusk shaman	42	80	3.8	C	—	Soc.
outcast broken tusk thief	40	80	4.8	S	10%	Soc.
outcast green blud archer	43	30	2.5	T/S	5%	Soc.
outcast green blud warrior	43	30	2.5	S/T	5%	Soc.
outcast scratchfoot doomsayer	44	30	4.5	C	—	Soc.
outcast scratchfoot howler	44	30	5.2	S	—	Soc.
Possessive Spirit	70	—	3.8	*/*	—	Soc.
savage hound	58	65	2.9	S/T	5%	Soc.
Silzaug	50	—	3.0	S	—	—
Vumsi	52	65	2.9	S/T	2%	Soc.
Zogg	44	80	4.8	S/T	15%	Soc.



**KALLISTI
& BRASSE**
CARTOGRAPHERS
www.kallisti-brasse.com



Glashtin Forge

MOB	LEVEL	AGGRO	ATK SP	ATTACK	EVASD	SOC/CA
animated hammer	38	100	4.6	C/C	5%	-
blazing gargoye	30	99	4.2	*/*	-	Soc.
Boss Wuggak	40	99	3.2	S/S	3%	-
brittle gargoye	16	99	4.2	*/*	-	Soc.
burning gargoye	26	99	4.2	*/*	-	Soc.
Ceruss	38	30	4.2	C	-	Soc.
chiseled gargoye	22	99	4.2	*/*	-	Soc.
conflagrant gargoye	36	99	4.2	*/*	-	Soc.
fiery gargoye	26	99	4.2	*/*	-	Soc.
flaring gargoye	24	99	4.2	*/*	-	Soc.
glashtin armorer	34	5	3.2	C/*	-	-
glashtin artisan	36	5	3.2	C/*	-	-
glashtin bellowsman	26	5	3.2	T/C	-	-
glashtin chopper	24	5	3.2	S/*	-	-
glashtin digger	20	5	3.2	T/*	-	-
glashtin drommo	23	99	3.2	S/S	3%	-
glashtin eldah drommo	31	99	3.2	S/S	3%	-
glashtin eldah majaba	29	99	3.2	S/S	3%	-
glashtin eldah azzozzin	29	99	3.2	S/S	5%	-
glashtin eldah slosha	33	99	3.2	S/S	3%	-
glashtin engineer	22	5	3.2	T/*	-	-
glashtin fixah	35	99	3.2	S/S	3%	-
glashtin forger	34	5	3.2	C/*	-	-
glashtin gargoye beastmaster	34	99	3.2	S/S	3%	-
glashtin gargoye behaviorist	24,30	99	3.2	S/S	3%	-
glashtin gargoye trainer	18-26	99	3.2	S/S	3%	-
glashtin gargoye wrangler	16-26	99	3.2	S/S	3%	-
glashtin gob'leen	17	99	3.2	S/S	3%	-
glashtin hammerer	32	5	3.2	C/*	-	-
glashtin lil'gob	15	5	3.2	S/S	3%	-
glashtin master artisan	39,42	5	3.2	C/*	-	-
glashtin master craftsman	42	5	3.2	C/*	-	-
glashtin master metal worker	42	5	3.2	C/*	-	-
glashtin master smith	39	5	3.2	C/*	-	-

MOB	LEVEL	AGGRO	ATK SP	ATTACK	EVASD	SOC/CA
glashtin mekanik	33	99	3.2	S/S	3%	-
glashtin majaba	21	99	3.2	S/S	3%	-
glashtin oddol't'gob	21	99	3.2	S/S	3%	-
glashtin azzozzin	19	99	3.2	S/S	3%	-
glashtin polisher	30	99	3.2	S/S	3%	-
glashtin quencher	32	5	3.2	C/*	-	-
glashtin repairman	27	99	3.2	S/S	3%	-
glashtin riveter	28	5	3.2	T/*	-	-
glashtin root harvester	24	5	3.2	S/*	-	-
glashtin rootjack	22	5	3.2	S/*	-	-
glashtin slosha	25	99	3.2	S/S	3%	-
glashtin smelter	28	5	3.2	T/*	-	-
glashtin sniffer	23	99	3.2	S/S	3%	-
glashtin stikko	19	99	3.2	S/S	3%	-
glashtin stoker	26	5	3.2	T/*	-	-
glashtin tailor	30	5	3.2	T/*	-	-
glashtin taskmaster	31	99	3.2	S/S	3%	-
glashtin teknishun	35	99	3.2	S/S	3%	-
glashtin tinkerer	27	99	3.2	S/S	3%	-
glashtin tunneller	20	5	3.2	S/*	-	-
glashtin weaponsmith	36	5	3.2	C/*	-	-
glashtin whelp	17	99	3.2	S/S	3%	-
glashtin worker	15	-	3.2	S/S	3%	-
glashtin worker	25	99	3.2	S/S	3%	-
hardened gargoye	20	99	4.2	*/*	5%	Soc.
incendiary gargoye	36	99	4.2	*/*	-	Soc.
Inquisitor Ugglok	34	-	3.2	S/S	3%	-
noxious gargoye	32	99	4.2	*/*	-	Soc.
Overlord Kator	44	99	3.2	C/*	3%	-
raging gargoye	32	99	4.2	*/*	-	Soc.
Rhodon	38	30	4.2	C	-	-
simmering gargoye	28	99	4.2	*/*	10%	Soc.
steam cloud	42	25	3.5	*/*	-	-
young gargoye	18	99	4.2	*/*	-	Soc.

Glashtin Forge

HIBERNIA



The Otherworld

MOB	LEVEL	AGGRO	ATK SP	ATTACK	EVASD	SOC/CA
Aethugda	25	99	2.0	S/S	-	-
Bonebreaker	26	50	3.4	S	-	Soc.
Cally	48	512	1.0	S	-	-
Druid Fallene	50	-	3.5	C	-	-
frenzied augur	39	50	3.4	S	-	Soc.
frenzied champion	40	50	3.4	S	5%	Soc.
frenzied fallen knight	38	50	3.4	S	-	Soc.
frenzied guardian	37	50	3.4	S	-	Soc.
frenzied magus	40	50	3.4	S	-	Soc.
frenzied marauder	39	50	3.4	S	5%	Soc.
frenzied ravager	38	50	3.4	S	5%	Soc.
frenzied soul renderer	37	50	3.4	S	-	Soc.
Gargantuan Thallooniagh	36	99	5.5	C	-	-
Jorai	28	50	3.4	S	-	Soc.
Kalathorn	35	-	3.0	S	-	-
Kardarak	24	50	3.4	S	-	Soc.
Lieutenant Kymber	50	100	1.0	S	-	-
living earth	21	100	3.0	*	-	Soc.
maniacal bully	28	50	3.4	S	-	Soc.
maniacal fighter	27	50	3.4	S	-	Soc.
maniacal footpad	27	50	3.4	S	5%	Soc.
maniacal honor guard	20	50	3.4	S	-	Soc.
maniacal mender	29	50	3.4	S	-	Soc.
maniacal prophet	29	50	3.4	S	-	Soc.
maniacal puglist	31	50	3.4	S	-	Soc.
maniacal spellbinder	30	50	3.4	S	-	Soc.
maniacal squire	31	50	3.4	S	5%	Soc.
maniacal squire guard	31	99	3.4	S	5%	Soc.
maniacal visionary	28	50	3.4	S	-	Soc.
Mygda	50	99	1.0	C	-	-
Nightshade Aengus	50	-	3.5	T/T	-	-
Nightshade Brogan	50	-	3.5	T/T	-	-
Nightshade Eilis	50	-	3.5	T/T	-	-
outcast strong fist grunt	25	99	3.3	S	-	-
outcast strong fist lurker	27	99	4.3	T	-	-
outcast strong fist priest	29	99	3.8	C	-	-

MOB	LEVEL	AGGRO	ATK SP	ATTACK	EVASD	SOC/CA
outcast strong fist protector	28	99	3.6	S/T	4%	-
outcast strong fist seer	26	99	3.8	C	-	-
Outcast Thallooniagh Attendant	24	75	5.2	S/S	-	Soc.
outcast thallooniagh brawler	20	30	3.2	S	-	Soc.
outcast thallooniagh brute	23	30	5.2	S	-	Soc.
outcast thallooniagh channeler	18	30	4.5	C	-	Soc.
outcast thallooniagh earth caller	24	30	4.5	C	-	Soc.
outcast thallooniagh packmaster	24	30	3.5	C	-	Soc.
outcast thallooniagh rogue	21	30	2.5	T/T	5%	Soc.
outcast thallooniagh seer	22	30	3.5	C	-	Soc.
outcast thallooniagh shaman	18	30	3.5	C	-	Soc.
outcast thallooniagh slinkfoot	17	30	2.5	T/T	5%	Soc.
outcast thallooniagh taskmaster	19	30	5.2	C	-	Soc.
outcast thallooniagh warlock	21	30	4.5	C	-	Soc.
outcast thallooniagh witch doctor	22	30	4.5	C	-	Soc.
Ranger Pakric	50	100	3.5	T/T	-	-
raving auspex	36	50	3.4	S	-	Soc.
raving battle dancer	35	50	3.4	S	5%	Soc.
raving conjurer	33	50	3.4	S	-	Soc.
raving conjurer guard	33	99	3.4	S	-	Soc.
raving crier	34	50	3.4	S	5%	Soc.
raving diviner	32	50	3.4	S	-	Soc.
raving evocator	34	50	3.4	S	-	Soc.
raving gladiator	35	50	3.4	S	-	Soc.
raving militia-man	32	50	3.4	S	-	Soc.
raving scrapper	33	50	3.4	S	-	Soc.
Researcher Talsia	40	-	1.0	S	-	-
Sentry Aiazle	50	100	3.5	S	-	-
Sentry Weonard	28	100	2.0	S/S	4%	-
Shaman Garals	21	30	3.5	C	-	Soc.
Strong Fist Ambassador	30	99	3.8	C	1%	Soc.
Strong Fist Ambassador Spirit	30	99	3.8	C	3%	Soc.
The High Earth Caller	27	75	4.5	C	-	-
The Mad Sybil	44	25	3.4	C	2%	Soc.
Voice of Madness	39	50	3.4	S	10%	Soc.
Wanderer Caroddyna	50	-	3.0	S	-	-

Otherworld HIBERNIA



KALLISTI
BRASSE
CARTOGRAPHERS

www.kallisti-dance.com

- Named NPC
- Trainer
- Merchant
- Zone
- Blocked Zone
- Obelisk

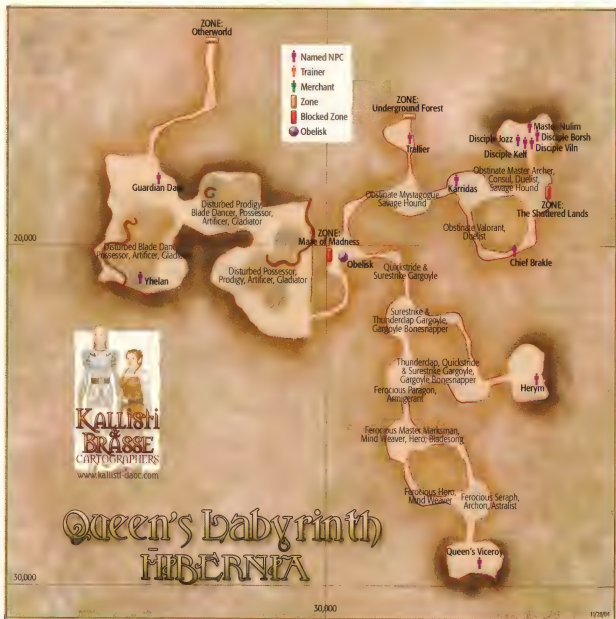


The Queen's Labyrinth

MOB	LEVEL	AGGRO	ATK SP	ATTACK	EVASD	SOC/CA
Alakzin	44	65	3.5	S/T	1%	-
Altanoy	37	65	3.5	S/T	1%	-
Chef Brakle	45	-	3.5	S/T	1%	-
Disciple Borsh	39	65	3.5	S/T	10%	Soc
Disciple Jozz	39	65	3.5	S/T	-	Soc
Disciple Kelf	39	65	3.5	S/T	1%	Soc
Disciple Viln	39	65	3.5	S/T	1%	Soc
disturbed artificer	34	65	3.5	S/T	1%	Soc
disturbed blade dancer	31	65	3.5	S/T	1%	Soc
disturbed gladiator	32	65	3.5	S/T	1%	Soc
disturbed possessor	35	65	3.5	S/T	1%	Soc
disturbed prodigy	33	65	3.5	S/T	1%	Soc
ferocious archon	53	65	3.5	S/T	1%	Soc
ferocious armigerant	46	65	3.5	S/T	1%	Soc
ferocious astralist	55	65	3.5	S/T	1%	Soc
ferocious bladesong	51	65	3.5	S/T	1%	Soc
ferocious hero	48	65	3.5	S/T	1%	Soc
ferocious master marksman	49	65	3.5	S/T	1%	Soc
ferocious master ranger	54	65	3.5	S/T	1%	Soc
ferocious mind weaver	50	65	3.5	S/T	1%	Soc
ferocious paragon	47	65	3.5	S/T	1%	Soc
ferocious seraph	52	65	3.5	S/T	1%	Soc

MOB	LEVEL	AGGRO	ATK SP	ATTACK	EVASD	SOC/CA
forest emissary	33,35	-	3.5	T/S	10%	Soc
frenzied hound	40	65	2.9	S/T	5%	Soc
gargoyle bonesnapper	43	65	2.9	S/T	5%	Soc
Gymyr	41	65	3.5	S/T	1%	Soc
Herym	48	99	2.9	S/T	5%	Soc
Herym's Kim	45	-	7.5	S/T	5%	-
Kamidas	44	65	3.5	S/T	1%	Soc
Kamidas's Soul	44	-	3.5	S/T	1%	Soc
Master Nullin	42	65	3.5	S/T	-	Soc
obstinate consul	38	65	3.5	S/T	1%	Soc
obstinate duelist	39	65	3.5	S/T	1%	Soc
obstinate master archer	37	65	3.5	S/T	1%	Soc
obstinate mystagogue	36	65	3.5	S/T	1%	Soc
obstinate valorant	40	65	3.5	S/T	1%	Soc
Queen's Viceroy	56	65	3.5	S/T	1%	Soc
quickstride gargoyle	41	65	2.9	S/T	5%	Soc
savage hound	35	65	2.9	S/T	5%	Soc
stoneskin gargoyle	42	65	2.9	S/T	5%	Soc
surestrike gargoyle	45	65	2.9	S/T	5%	Soc
thunderclap gargoyle	44	65	2.9	S/T	5%	Soc
trallier	35	-	3.5	T/S	10%	-
Yhelan	37	65	3.5	S/T	5%	Soc

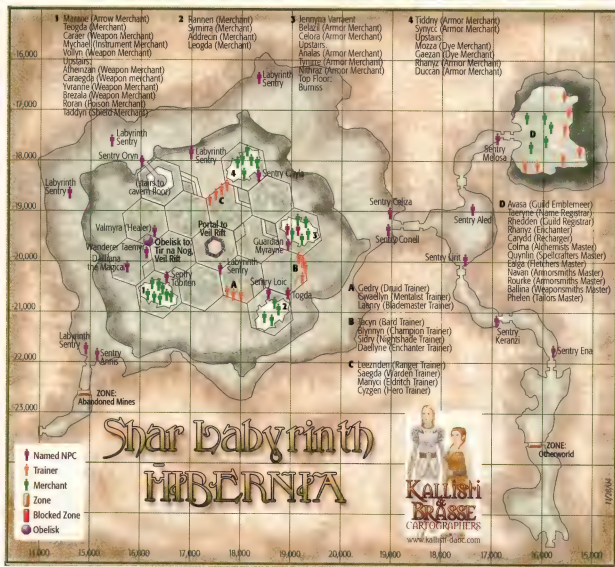




Shar Labyrinth

MOB	LEVEL	AGGRO	ATK SP	ATTACK	EVASD	SOC/CA
Adreacin	50	-	3.0	S	-	-
Aethinzan	50	-	3.0	S	-	-
Analos	50	-	3.0	S	-	-
Awasa	70	-	4.2	S	-	-
Ballina	70	-	4.2	S	-	-
Belazil	50	-	3.0	S	-	-
Bleown	50	-	3.0	S	-	-
Blynnyin	40	-	1.0	C	-	-
Brezala	50	-	3.0	S	-	-
Burniss	50	-	1.0	S	-	-
Caragda	50	-	3.0	S	-	-
Carar	50	-	3.0	S	-	-
Carydd	50	-	3.0	S	-	-
Celara	50	-	3.0	S	-	-
Colma	70	-	4.2	S	-	-
Cyzgen	40	-	1.0	C	-	-
Daellnye	40	-	1.0	C	-	-
Dailliana the Magical	50	-	3.0	S	-	-
Da'noe Myst	50	-	3.0	S	-	-
Duccan	50	-	3.0	S	-	-
Ealga	15	-	3.5	S	-	-
Gaezan	50	-	3.0	S	-	-
Gedry	40	-	1.0	C	-	-
Glor	50	-	1.0	S	-	-
Gwaellyn	40	-	1.0	C	-	-
Jennyna Varraent	50	-	3.0	S	-	-
Labyrinth Sentry	50	100	3.0	S	-	-
Laenny	40	-	1.0	C	-	-
Leogda	50	-	3.0	S	-	-
Leznden	40	-	1.0	C	-	-
Manyo	40	-	1.0	C	-	-
Marane	50	-	3.0	S	-	-
Mozza	50	-	3.0	S	-	-
Mychael	50	-	3.0	S	-	-
Novan	70	-	4.2	S	-	-
Nithraz	50	-	3.0	S	-	-
Phelen	70	-	4.2	S	-	-
Quynlin	70	-	4.2	S	-	-

MOB	LEVEL	AGGRO	ATK SP	ATTACK	EVASD	SOC/CA
Rannen	50	-	3.0	S	-	-
Rhanyz	50	-	3.0	S	-	-
Rhedden	50	-	3.0	S	-	-
Rhenze	50	-	3.0	*	-	-
Rhiron	50	-	3.0	S	-	-
Roran	50	-	3.0	S	-	-
Rourke	70	-	4.2	S	-	-
Saegda	40	-	1.0	C	-	-
Sedd	50	-	3.0	S	-	-
Sentry Aled	50	100	3.0	S	-	Soc.
Sentry Annis	50	100	3.0	S	-	-
Sentry Celiza	50	100	3.0	S	-	-
Sentry Conell	50	100	3.0	S	-	Soc.
Sentry Ena	50	100	3.0	S	-	-
Sentry Galya	50	100	3.0	S	-	-
Sentry Keranzi	50	100	3.0	S	-	Soc.
Sentry Lint	50	100	3.0	S	-	-
Sentry Loic	50	100	3.0	S	-	Soc.
Sentry Melosa	50	100	3.0	S	-	-
Sentry Oryn	50	100	3.0	S	-	Soc.
Sentry Tobiten	50	100	3.0	S	-	Soc.
Sidry	40	-	1.0	C	-	-
Sinyce	50	-	3.0	S	-	-
Symira	50	-	3.0	S	-	-
Tacyn	40	-	1.0	C	-	-
Taddyn	50	-	3.0	S	-	-
Taeryne	50	-	3.0	S	-	-
Tellyn	50	-	3.0	*	-	-
Teagda	50	-	3.0	S	-	-
Tieldry	50	-	3.0	S	-	-
Togda	50	-	2.0	S/S	4%	-
Tymire	50	-	3.0	S	-	-
Varmya	50	-	3.0	S	-	-
Vallyn	50	-	3.0	S	-	-
Vyranne	50	-	3.0	S	-	-
Wanderer Taemyr	50	-	3.0	S	-	-



Underground Forest

MOB	LEVEL	AGGRO	ATK SP	ATTACK	EVASD	SOC/CA
<i>Adrayec</i>	65	100	3.0	S	—	Call
<i>albino cave sprite</i>	35	—	3.5	T/S	5%	Soc.
<i>albino cave sprite</i>	40	—	3.5	T/S	10%	Soc.
<i>albino cave spritling</i>	30	—	3.5	T/S	5%	Soc.
<i>bloated cave spider</i>	48	75	3.6	S	—	Soc.
<i>cave spider</i>	40	75	3.6	S	—	Soc.
<i>cave spider hatchling</i>	30	75	3.6	S	—	Soc.
<i>cave spiderling</i>	35	75	3.6	S	—	Soc.
<i>Chief Amanita</i>	55	99	2.9	T/*	4%	Soc.
<i>Chieftan Khrunus</i>	45	65	2.9	T/T	8%	Soc.
<i>crazed marauder</i>	35	65	2.9	S/T	5%	Soc.
<i>crazed priest</i>	34	65	2.9	S/T	2%	Soc.
<i>crazed skirmisher</i>	33	65	2.9	S/T	2%	Soc.
<i>crazed summoner</i>	33	65	2.9	S/T	2%	Soc.
<i>crazed warlock</i>	34	65	2.9	S/T	2%	Soc.
<i>Cuideag</i>	55	99	3.6	*/*	15%	—
<i>Darvez</i>	34	65	3.5	S/T	1%	Soc.
<i>disturbed defender</i>	34	65	3.5	S/T	5%	Soc.
<i>disturbed marksman</i>	34	65	3.5	S/T	1%	Soc.
<i>disturbed possessor</i>	35	65	3.5	S/T	5%	Soc.
<i>disturbed stalwart</i>	33	65	3.5	S/T	5%	Soc.
<i>disturbed vigilante</i>	33	65	3.5	S/T	5%	Soc.
<i>ferocious archon</i>	51	65	3.5	S/T	1%	Soc.
<i>ferocious astralst</i>	52	65	3.5	S/T	1%	Soc.
<i>ferocious bladesong</i>	50	65	3.5	S/T	1%	Soc.
<i>ferocious master ranger</i>	51	65	3.5	S/T	1%	Soc.
<i>ferocious seraph</i>	50	65	3.5	S/T	1%	Soc.
<i>Florian</i>	37	—	2.5	S/T	5%	Soc.
<i>fungol minion</i>	45	—	3.4	*/*	—	Soc.
<i>glashtin dramma</i>	34	99	3.2	S/S	3%	Soc.
<i>glashtin mojaba</i>	33	99	3.2	S/S	3%	Soc.
<i>glashtin azzozin</i>	33	99	3.2	S/*	10%	Soc.
<i>glashtin slosho</i>	35	99	3.2	S/S	3%	Soc.
<i>glashtin taskmaster</i>	34	99	3.2	S/S	10%	Soc.
<i>Guard MacPheeb</i>	50	100	3.0	S	—	Soc.
<i>Gweowin</i>	50	—	3.0	S	—	—
<i>haunted assassin</i>	34	65	2.9	S/T	7%	Soc.
<i>haunted blackguard</i>	34	65	2.5	S/T	4%	Soc.
<i>haunted deathseeker</i>	35	65	2.9	S/T	—	Soc.
<i>haunted sergeant</i>	33	65	3.4	S/T	4%	Soc.
<i>haunted spiritist</i>	33	65	2.9	S/T	—	Soc.
<i>Hurmos</i>	65	—	3.0	S	—	Call
<i>Krunorus</i>	50	99	2.9	T/*	4%	Soc.
<i>Krunorus' fungal remains</i>	45	99	3.4	*/*	—	Soc.
<i>large albino cave sprite</i>	45	25	3.5	T/S	10%	Soc.
<i>large cave spider</i>	43	75	3.6	S	—	Soc.
<i>large mossy cave sprite</i>	45	25	3.5	T/S	10%	Soc.
<i>Lyllyn</i>	37	99	2.0	S/S	—	—
<i>mossy cave sprite</i>	37	—	3.5	T/S	5%	Soc.
<i>mossy cave sprite</i>	40	—	3.5	T/S	10%	Soc.
<i>mossy cave spritling</i>	30	—	3.5	T/S	5%	Soc.
<i>Mumbles</i>	55	99	3.5	—	—	—
<i>Narvek</i>	39	65	3.5	S/T	1%	Soc.
<i>Onaru</i>	44	100	2.9	T/T	4%	Soc.
<i>pleuratus</i>	45	99	3.4	*/*	—	—
<i>pleuratus major</i>	50	99	3.4	*/*	—	—
<i>pleuratus minor</i>	35, 40	99	3.4	*/*	—	—
<i>Prozlena</i>	50	—	3.5	C	—	—
<i>Ranger Jensyn</i>	50	100	3.5	T/T	—	—
<i>Reimir</i>	37	65	2.9	S/T	2%	Soc.
<i>Salamus</i>	35	—	3.0	S	—	—
<i>Sentry Owonvan</i>	50	99	1.0	S	—	—
<i>Shor Guard</i>	50	100	1.0	S	—	—
<i>surestrike gargoye</i>	50	65	2.9	S/T	5%	Soc.
<i>terraccite blade</i>	46	99	2.9	T/S	4%	Soc.
<i>terraccite bladedancer</i>	52	99	2.9	S/S	5%	Soc.
<i>terraccite champion</i>	50	99	2.9	T/*	5%	Soc.
<i>terraccite hunter</i>	48	99	2.9	S/S	4%	Soc.
<i>terraccite impaler</i>	48	99	2.9	T/*	5%	Soc.
<i>terraccite isolationist</i>	40	99	2.9	T/T	4%	Soc.
<i>terraccite jingoist</i>	42	99	2.9	T/*	5%	Soc.
<i>terraccite militiaman</i>	52	99	2.9	S/*	4%	Soc.
<i>terraccite oracle</i>	46	99	2.9	T/*	4%	Soc.
<i>terraccite poacher</i>	49	99	2.9	S/S	4%	Soc.
<i>terraccite rabble rouser</i>	42	99	2.9	T/*	5%	Soc.
<i>terraccite sage</i>	50	99	2.9	T/*	5%	Soc.
<i>terraccite sneak</i>	37	55	3.2	T	5%	Soc.
<i>terraccite spearman</i>	48	99	2.9	T/T	4%	Soc.
<i>terraccite spore shaman</i>	44	99	2.9	T/*	4%	Soc.
<i>terraccite trapper</i>	50	99	2.9	S/S	4%	Soc.
<i>terraccite warrior</i>	40	99	2.9	T/T	4%	Soc.
<i>terraccite witch doctor</i>	48	99	2.9	T/*	4%	Soc.
<i>terraccite xenophobe</i>	44	99	2.9	T/T	4%	Soc.
<i>Thael</i>	65	100	3.0	S	—	Call
<i>undead ally</i>	32	99	3.0	S/*	—	Soc.
<i>Wanderer Rheoryn</i>	50	—	3.0	S	—	—

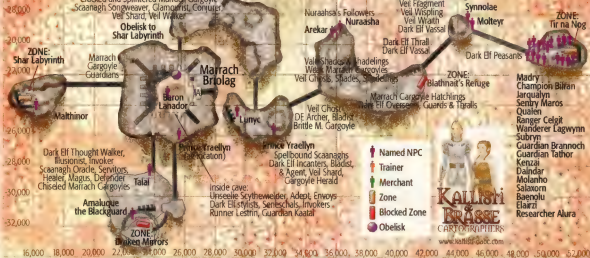


Veil Rift

MOB	LEVEL	AGGRO	ATK SP	ATTACK	EVASD	SOCC/C
Analluque the Blackguard	17	80	3.8	S/T	10%	-
ancient marraoch gargoyle	25	99	4.2	C/C	10%	-
Baenolu	6	99	2.0	S/S	-	-
Baron Lanador	12	50	3.8	S/T	10%	Soc.
Blackguard Aonos	17	99	3.8	S/T	10%	Soc.
brittle marraoch gargoyle	5	-	4.2	C/C	-	Soc.
Champion Bliran	50	99	3.2	S	5%	-
chiseled marraoch gargoyle	12	99	4.2	C/C	-	Soc.
cracked marraoch gargoyle	8	-	4.2	C/C	-	Soc.
Crown Prince Fiach	22	80	3.8	S/T	20%	Soc.
Dalndar	35	-	3.0	S	-	-
dark elf adept	9	-	3.8	S/T	-	Soc.
Dark Elf Agent	7	40	3.8	S/T	10%	Soc.
dark elf ambassador	19	80	3.8	S/T	2%	Soc.
dark elf archer	5	-	3.8	S/T	-	Soc.
dark elf assassin	14	80	3.8	S/T	5%	Soc.
dark elf blackguard	17	80	3.8	S/T	5%	Soc.
dark elf blademaker	18,20	80	3.8	S/T	5%	Soc.
dark elf bladist	6	-	3.8	S/T	-	Soc.
dark elf charmer	8	-	3.8	S/T	-	Soc.
dark elf doomguard	20	80	3.8	S/T	10%	Soc.
dark elf eldritch	22	80	3.8	S/T	-	Soc.
dark elf elite guard	23	80	3.8	S/T	10%	Soc.
dark elf enchanter	19	80	3.8	S/T	-	Soc.
dark elf guard	4	-	3.8	S/T	-	Soc.
dark elf illusionist	13	80	3.8	S/T	-	Soc.
dark elf incanter	7	-	3.8	S/T	-	Soc.
dark elf invoker	12	80	3.8	S/T	-	Soc.
dark elf mentalist	21	80	3.8	S/T	-	Soc.
dark elf nightshade	20	80	3.8	S/T	5%	Soc.
dark elf overseer	3	-	3.8	S/T	-	Soc.
Dark Elf Page	10	-	3.8	S/T	-	Soc.
dark elf peasant	0	-	3.8	S/T	-	Soc.
dark elf seneschal	11	-	3.8	S/T	-	Soc.
dark elf stylist	11	80	3.8	S/T	4%	Soc.
dark elf subject	10	-	3.8	S/T	10%	-
dark elf thought walker	15	80	3.8	S/T	-	Soc.
dark elf thrall	2	-	3.8	S/T	-	Soc.
dark elf vassal	1	-	3.8	S/T	-	Soc.
dark elf veilwalker	10	-	3.8	S/T	-	Soc.
Eloirzi	2	-	3.0	-	-	-
fragmented marraoch gargoyle	6	-	4.2	C/C	-	Soc.
Gargoyle Herald	12	-	4.2	C/C	-	Soc.
Izafzein the Bladist	6	-	3.8	S/T	-	-
Jarquajyn	15	-	3.8	C	-	-
Kenzai	50	-	3.0	S	-	-

MOB	LEVEL	AGGRO	ATK SP	ATTACK	EVASD	SOCC/C
King Nemanach	25	80	3.8	S/T	10%	Soc.
Lumyc	15	-	2.0	S/S	4%	-
Madry	50	99	3.2	S	5%	-
Malthinor	35	-	3.0	S	-	-
marraoch gargoyle guardian	15	99	4.2	C/C	2%	-
marraoch gargoyle hatchling	0.1	-	4.2	C/C	-	-
Molanoho	35	-	1.0	S	-	-
Nuraasha	3	90	3.0	*	-	-
Nuraasha's follower	3-5	90	3.0	*	-	-
Prince Breandan	19	99	4.8	S/T	15%	Soc.
Prince Yraellyn	10	-	3.8	S/T	10%	-
Princess Aislinn	21	80	3.8	S/T	-	Soc.
Qalen	50	-	3.0	S	-	-
Queen Moriath	25	80	3.8	S/T	5%	Soc.
Ranger Celgit	50	99	3.2	S	-	-
Researcher Alura	40	100	1.0	S	-	-
Salaxon	35	-	3.0	S	-	-
scaanagh	8	-	3.8	*/*	-	-
scaanagh blade weaver	10	-	3.8	*/*	2%	Soc.
scaanagh conjurer	9	-	3.8	*/*	-	Soc.
scaanagh darkshade	14	99	3.8	*/*	5%	Soc.
scaanagh defender	14	99	3.8	*/*	2%	Soc.
scaanagh glamourist	10	-	3.8	*/*	-	Soc.
scaanagh healer	13	99	3.8	*/*	-	Soc.
scaanagh magius	13	99	3.8	*/*	-	Soc.
scaanagh mind weaver	16	99	3.8	*/*	-	Soc.
scaanagh oracle	16	99	3.8	*/*	-	Soc.
scaanagh protector	15	99	3.8	*/*	2%	Soc.
scaanagh servitor	12	99	3.8	*/*	-	Soc.
scaanagh song weaver	9	-	3.8	*/*	-	Soc.
Seneschal Ciaran S'goth	13	-	3.8	S/T	-	Soc.
Sentry Maros	12	100	3.5	S/C	-	-
spellbound scaanagh	4	-	3.8	*/*	-	Soc.
splintered marraoch gargoyle	10	-	4.2	C/C	-	Soc.
Subryn	10	99	2.0	S/S	-	-
Synnelae	50	-	3.0	S	-	-
veil fragment	0	-	3.8	*/*	-	-
veil ghost	5	-	3.8	*/*	-	-
veil shade	4	-	3.8	*/*	-	-
veil shadeling	3	-	3.8	*/*	-	-
veil shard	7	-	3.8	*/*	-	-
veil whispering	1	-	3.8	*/*	-	-
veil wreath	2,3	-	3.0	*	-	-
Wanderer Lagwynn	50	-	3.0	S	-	-
weak marraoch gargoyle	4	-	4.2	C/C	-	-
young marraoch gargoyle	2	-	4.2	C/C	-	-

Adept Incanter, Sanskrit Interdiction	Marrach Gargoyle Ha
--	---------------------







NEW FRONTIERS ZONES

Forest Sauvage

MOB	LEVEL	AGGRO	ATK SP	ATTACK	EVASD	SOC/CA	MOB	LEVEL	AGGRO	ATK SP	ATTACK	EVASD	SOC/CA
<i>Aleire</i>	59	-	3.0	S/T	-	Call	<i>lifeless guard</i>	60	99	3.5	T/S	2%	Soc.
<i>ancient basilisk</i>	21	50	3.1	T	-	-	<i>lifeless mercenary</i>	63,65	99	3.5	T/S	8%	Soc.
<i>Armsman</i>	65	100	2.0	S/S	4%	Call	<i>lifeless scout</i>	65	50	3.5	S/S	5%	Soc.
<i>ashen fellwood</i>	16,17	50	3.4	C	-	Soc.	<i>lifeless senior guard</i>	60	99	3.5	T/S	2%	Soc.
<i>Asher</i>	57	-	3.0	C	-	Call	<i>Lord Theno</i>	72	99	3.5	T/S	-	Soc.
<i>aspen fellwood</i>	23	50	4.3	C	-	Soc.	<i>Lorian</i>	59	-	3.0	S/T	-	Call
<i>black poplar fellwood</i>	26	50	4.3	C	-	Soc.	<i>Lucian</i>	59	-	3.0	S/T	-	Call
<i>black willow fellwood</i>	20	50	3.8	C	-	Soc.	<i>lunger</i>	1	-	3.7	C	-	-
<i>Braecia</i>	16	70	3.4	S	-	Call	<i>Maraya</i>	59	-	3.0	T/S	-	Call
<i>Bryony</i>	56	-	3.0	T/S	-	Call	<i>master hunter</i>	33	-	2.7	S	6%	Soc.
<i>Clerc</i>	65	-	2.0	S/S	4%	Call	<i>Master Maldin</i>	60	-	4.0	C	-	-
<i>Conran</i>	58	-	3.0	C	-	Call	<i>Mayew</i>	57	-	3.0	S/T	-	Call
<i>Cursiux princes</i>	24	70	3.4	T	-	Soc.	<i>Mylecent</i>	58	-	3.0	S/T	-	Call
<i>Cynwal</i>	56	-	3.0	C	-	Call	<i>Nathara</i>	57	-	3.0	S/C	-	Call
<i>Dacion</i>	60	-	3.0	S	-	Call	<i>Nethan</i>	58	-	3.0	S/T	-	Call
<i>Daryush</i>	57	-	3.0	S/T	-	Call	<i>oaken fellwood</i>	18	50	3.2	C	-	Soc.
<i>death stalker</i>	16,17	30	3.4	S	-	-	<i>Olvan</i>	58	-	3.0	S/T	-	Call
<i>Devrin</i>	56	-	3.0	C	-	Call	<i>Orabelle</i>	57	-	3.0	C	-	Call
<i>Dockmistress of Forest Sauvage</i>	50	-	3.0	S	-	-	<i>Osgar</i>	59	-	3.0	T/S	-	Call
<i>downy fellwood</i>	24	50	4.3	C	-	Soc.	<i>Pennith</i>	56	-	3.0	C	-	Call
<i>Drucil</i>	60	-	3.0	C	-	Call	<i>Pypa</i>	60	-	3.0	S/T	-	Call
<i>ebony fellwood</i>	13,14	50	3.7	C	-	Soc.	<i>rainbow sprite</i>	32-36	20	4.0	*	2%	Call
<i>Elsmyth</i>	60	-	3.0	C	-	Call	<i>river scrag</i>	32	70	4.0	C/S	-	-
<i>Emery</i>	57	-	3.0	S/T	-	Call	<i>Rob Rita</i>	40	-	1.0	S	-	Soc.
<i>Fallen Druid Seer</i>	18	90	4.0	C/S	-	-	<i>Runic</i>	60	-	3.0	C	-	Call
<i>Fenella</i>	56	-	3.0	S	-	Call	<i>sapphire simulacrum</i>	14	-	3.2	S	-	-
<i>Fenton</i>	60	-	3.0	C	-	Call	<i>Saracen Tracker</i>	55	99	3.2	T/T	5%	-
<i>forest adder</i>	16,17	50	3.4	T	2%	-	<i>Scout</i>	65	100	2.0	S/S	4%	Soc.
<i>forest ettin</i>	12-16	80	3.8	C	-	Call	<i>Searu</i>	56	-	3.0	T/S	-	Call
<i>forest giant</i>	18-21	99	4.0	C	-	-	<i>silver oaken fellwood</i>	31	50	4.3	C	-	Soc.
<i>forest grazer calf</i>	1	-	3.8	C	-	-	<i>Sindyl</i>	58	-	3.0	S/T	-	Call
<i>forest hunter</i>	21-24	-	2.9	S	3%	Soc.	<i>Slairiff</i>	44	65	4.1	T/S	-	-
<i>forest messenger</i>	15	-	3.5	S	-	Soc.	<i>small rock boulder</i>	22,23	1	3.6	S/S	3%	Soc.
<i>forest runner</i>	20	-	3.5	T	-	Soc.	<i>small skeletal centurion</i>	17	70	3.4	T/S	-	Soc.
<i>forest stalker</i>	27	-	2.9	T	4%	Soc.	<i>small skeletal legionnaire</i>	14	50	3.8	S/S	-	Soc.
<i>Gallen</i>	56	-	3.0	S/T	-	Call	<i>Timberlyn</i>	57	-	3.0	C	-	Call
<i>giant wolf</i>	15-17	75	3.5	S	-	-	<i>Tavia</i>	60	-	3.0	C	-	Call
<i>Gisla</i>	60	-	3.0	S/C	-	Call	<i>Teryn</i>	59	-	3.0	S/T	-	Call
<i>gold oaken fellwood</i>	33	50	4.3	C	-	Soc.	<i>Tomlin</i>	59	-	3.0	T/S	-	Call
<i>Green Knight</i>	76	-	3.0	S/S	-	Call	<i>Udele</i>	58	-	3.0	S/T	-	Call
<i>Heleas</i>	56	-	3.0	C	-	Call	<i>Valdin</i>	60	-	3.0	C	-	Call
<i>hornbeam fellwood</i>	27	50	4.3	C	-	Soc.	<i>voracious pike</i>	28,30	10	3.1	T/S	-	-
<i>Iona</i>	56	-	3.0	C	-	Call	<i>Voralia</i>	50	-	3.0	S	-	-
<i>Isham</i>	57	-	3.0	C	-	Call	<i>white willow fellwood</i>	21	50	4.3	C	-	Soc.
<i>Jaslynn</i>	57	-	3.0	C	-	Call	<i>Wizard</i>	65	100	2.0	S/S	4%	-
<i>Jeric</i>	59	-	3.0	C	-	Call	<i>Wyligby</i>	57	-	3.0	S	-	Call
<i>large rock boulder</i>	45,46	90	3.5	S/S	3%	Soc.	<i>Xaain</i>	60	-	3.0	C	-	Call
<i>lesser sylvanshade</i>	1	-	3.8	S	-	-	<i>young forest runner</i>	10	-	4.0	S	-	Soc.
<i>lifeless cleric</i>	65	100	3.8	C	4%	Soc.	<i>Zander</i>	58	-	3.0	T/S	-	Call
<i>lifeless commander</i>	65	99	3.8	S/S	-	Soc.							



Hadrian's Wall

MOB	LEVEL	AGGRO	ATK SP	ATTACK	EVASD	SOC/CA
angry bwca	47	70	3.5	C	-	-
Anne Flitich	60	30	3.0	S	-	Soc.
boggart	47	-	3.8	S/S	-	Call
coit sidhe	48-56	30	3.0	S	-	Soc.
cove fairy	40-46	30	3.8	C	-	Soc.
Cenallen	40	50	3.6	S/T	4%	Soc.
chaotic guardian	60	100	3.0	*	5%	-
chaotic guardian	61	100	3.8	*	5%	-
chaotic wizard	63,65	100	3.8	*/*	-	-
chattering skeleton	32	-	3.8	S/S	-	-
Coventina	70	30	3.0	S	-	Soc.
Dackmaster of Hadrian's Wall	50	-	3.0	S	-	-
enraged panther	35	60	3.8	S	-	-
Evan Flitich	59	30	3.0	S	-	Soc.
exiled aggressor	33	30	3.0	S	-	Call
exiled captain	34	30	3.0	S	-	Call
exiled commander	35	30	3.0	S	-	Call
exiled deceiver	33	30	3.0	S	-	Call
exiled hunter	33	30	3.0	S	-	Call
Fasius Prevlus	42	30	3.0	S	-	Soc.
General Etron	72	100	6.0	C/C	10%	Soc.
Guardian Dalylell	72	100	3.0	*/*	10%	-
inlet crab	38,40	-	3.3	S/S	-	-
isolationist mercenary	46	20	3.3	S/S	2%	Call
isolationist scout	47	20	3.3	T/T	4%	Call
isolationist sorcerer	46	20	4.0	C/S	-	Call
legionnaire	30-36	30	3.0	S	-	Soc.
Legionnaire Commander	42	30	3.0	S	-	Soc.
Lord Arson	72	99	4.2	C/S	10%	-

MOB	LEVEL	AGGRO	ATK SP	ATTACK	EVASD	SOC/CA
Master Kaldaran	60	-	4.0	C	-	-
Miles Heberman	50	30	3.0	S	-	Soc.
miserable zombie	28-32	1	4.0	S/S	-	-
Pictish druid	40	30	4.0	C	-	Soc.
Pictish druid	42	30	4.0	S	-	Soc.
Pictish warrior	40	30	3.7	S/S	-	Soc.
Pictish warrior	42	30	3.0	S	-	Soc.
Pictish warrior	44	30	3.7	S	-	Soc.
piper fairy	52-56	30	3.6	C	-	Soc.
possessed avalonian	65	100	3.8	C	-	-
possessed briton	65	100	3.8	S/S	5%	-
possessed highlander	65	100	3.8	S/S	5%	-
possessed saracen	65	100	2.7	S/S	4%	-
Priestess	40,44	-	4.0	C	-	Soc.
rock giant guard	60	100	5.0	C	3%	Soc.
rock giant guard	61	100	3.8	C	3%	Soc.
rock giant pet	60	100	2.6	C/C	5%	Soc.
rock giant shaman	65	100	3.8	C/C	5%	Soc.
rock giant wizard	63,65	100	3.8	C	1%	Soc.
Saracen Tracker	55	99	3.2	T/T	5%	-
Templar	50	30	3.2	S/S	-	Soc.
Templar	52,54	30	3.2	S	-	Soc.
tormented cleric	65	99	4.2	C/S	-	-
tormented guard	60,61	99	3.0	S/S	2%	Soc.
tormented knight	63	50	3.5	S/S	2%	Soc.
tormented knight commander	65	99	3.5	S/S	2%	Soc.
tormented scout	65	50	2.6	S/S	5%	Soc.
vampiric spider	40	5	3.5	C	-	-
wild great boar	45	-	3.8	S/S	-	-



A dance
with
Scurry.



Pennine Mountains

MOB	LEVEL	AGGRO	ATK SP	ATTACK	EVASD	SOC/CA
Albion scout	25	-	3.8	S	-	Call
angry bwca	45-47	70	3.5	C	-	-
Arwin Commander	55	-	4.2	C/S	-	-
barquest	57,58	40	3.5	T/S	1%	Soc.
Belgik	51	70	4.1	C/C	-	Call
Blue Man	53	90	4.5	C/S	-	-
boggart	45-47	-	3.8	S/S	-	Call
brown drakeling	34	-	3.8	S/S	-	Call
cait sidhe	50	30	3.0	S	-	Soc.
Captain Bailof	72	99	3.5	S/S	2%	Soc.
Captain Frilof	72	100	4.2	C/C	10%	Soc.
cliff crawler	42-45	-	3.7	T/S	-	Call
cockatrice	42,43	99	3.3	T/S	-	-
cyclops bouncer	65	100	5.0	C/C	5%	Soc.
cyclops guard	60,61	100	3.8	C	3%	Soc.
cyclops mage	63,65	100	3.8	C	-	Soc.
cyclops warder	65	100	3.8	C	4%	Soc.
Dash	39,40	50	3.8	C/S	-	-
Delfina	47	50	3.6	S/S	4%	Call
Dockmistress of Pennine Mtns	50	-	3.0	S	-	-
Draco Magnificens	61	80	3.9	C/S	-	Soc.
drowned	30	80	4.0	C/S	-	-
Ellyll champion	54,57	90	3.3	S/S	-	Call
Ellyll froglord	51,54	90	3.3	S/S	2%	Call
Ellyll guard	49,51	90	3.4	S/S	2%	Call
Ellyll hero	57	90	3.3	S/S	-	Soc.
Ellyll sage	53	90	4.0	C/S	-	Call
Ellyll seer	59	90	4.0	C/S	-	Soc.
Ellyll villager	45	40	3.9	C/S	-	Call
Ellyll windchaser	47,50	90	3.9	C/S	5%	Call
foerie frog	28,30	-	4.0	C/S	-	-
fiery fiend	41-43	80	3.8	S/S	-	-
freybug	35-38	-	3.8	S/S	1%	-
gnarled fellwood	45-49	50	4.1	C/C	-	Call
goblin berserker	65	99	3.5	T/S	2%	Soc.
goblin guard	61	99	3.2	S/S	10%	Soc.
goblin healer	65	99	4.2	S/S	-	Soc.
goblin pet	65	100	2.0	S/S	5%	Soc.
goblin wizard	63,65	99	2.6	C/S	-	Soc.
great boar	42,43	-	3.8	S/S	-	-
great brown drake	55-59	70	3.9	C/S	-	Soc.

MOB	LEVEL	AGGRO	ATK SP	ATTACK	EVASD	SOC/CA
grimwood	46-50	70	4.2	C/C	-	Soc.
grimwood keeper	43-47	70	3.5	S/S	-	Call
Gristle	61	40	3.5	T/S	1%	Soc.
gytrash	35-38	50	3.8	C/S	-	-
Hawthorn	53	70	4.2	C/C	-	Soc.
hoary worm	53-55	40	3.9	C/S	-	-
Hwch Ddu Gota	55	50	3.5	S/S	-	-
isolationist armsman	47	20	3.3	S/S	-	Call
isolationist cleric	46	20	3.7	C/S	-	Call
isolationist courier	46	20	3.3	S/S	2%	Call
isolationist mercenary	46	20	3.3	S/S	2%	Call
isolationist paladin	48	20	3.3	S/S	-	Call
isolationist scout	47	20	3.3	T/T	4%	Call
isolationist sorcerer	46	20	4.0	C/S	-	Call
isolationist wizardess	47	20	4.0	C/S	-	Call
knotted fellwood	43-46	30	4.0	C/C	-	Call
Lady Sarval	60	-	3.0	S	-	-
large rock boulder	45,46	90	3.5	S/S	3%	Soc.
Lord Eidyn	59	90	3.3	S/S	-	Call
mountain grim	35-39	70	3.8	S/S	-	-
padfoot	51-54	50	3.6	T/S	-	-
ravencan giant	50,51	70	4.1	C/C	-	Call
Saffron	45	99	3.8	T/S	-	-
Saracen Tracker	55	99	3.2	T/T	5%	-
shadowhunter	39,41	70	3.5	T/T	4%	Call
shadowhunter she-wolf	42,43	70	3.5	T/T	4%	Call
Sockburn Worm	59	80	3.9	C/S	-	-
Treelall	49	70	3.5	S/S	-	Call
Tylwyth Teg huntress	43,45	50	3.6	S/S	4%	Call
Tylwyth Teg ranger	46,47	50	3.5	S/S	4%	Call
Tylwyth Teg rover	41,42	50	3.7	S/S	4%	Call
undead armswoman	31	15	4.4	S	-	Soc.
undead cleric	31	90	3.7	C/S	-	Soc.
undead mercenary lieutenant	31	75	3.3	S/S	2%	Soc.
undead monk	29,30	20	3.8	S	-	Soc.
undead paladin	31	100	2.0	S/S	4%	Soc.
undead paladin lieutenant	31	65	2.0	S/S	4%	Soc.
western basilisk	49,50	40	3.8	T/S	-	-
wild great boar	45,46	-	3.8	S/S	-	-
worm	39-42	-	3.8	C/S	-	-
young brown drake	47	50	3.8	S/S	-	Call



Snowdonia

MOB	LEVEL	ACRO	ATK SP	ATTACK	EVASD	SOC/CA
Adwr	50	99	3.3	S	-	Call
Albdract	60	-	3.0	C	-	Call
Alindra	57	-	3.2	S/S	5%	Call
angry bwca	45-47	70	3.5	C	-	-
Arawnite Assassin	28	-	2.0	S/S	4%	Call
Arawnite headhunter	36,38	90	3.6	T/S	-	Call
Arawnite shamaness	34,35	90	4.0	C/S	-	Call
Arawnite warrior	34,35	90	3.7	S/S	-	Soc.
Armsman	65	100	2.0	S/S	4%	Call
Blacktooth	45	70	3.5	T/T	4%	Call
Brenninn	56	-	3.0	S/T	-	Call
Broiwen	60	-	3.0	C	-	-
Brother Alfred	35	-	1.5	S	-	-
bwca	24,26	-	3.8	C/S	-	-
Calbin	60	-	3.0	C	-	Call
Captain Metro	72	99	3.5	S/S	-	Soc.
Captain Rhodri	50	99	3.3	S	-	Call
Carinda	55	-	3.5	T/S	-	Call
Celeste	59	-	4.2	T/S	2%	Call
Cheshire	24	30	3.6	S/S	3%	-
Cleric	65	-	2.0	S/S	4%	Call
Colin	58	-	3.0	T/S	-	Call
corpse-eating sow	36	20	3.7	S/S	-	-
Crigoran	57	-	3.0	S/T	-	Call
cydops	41,42	90	3.9	C/C	-	Soc.
cyhraeth	50,51	70	3.3	S/S	1%	-
Darren	59	-	3.0	S/T	-	Call
Daru	59	-	3.0	S/T	-	Call
Dathmul	47	70	3.7	C/S	-	Call
Dockmaster of Snowdonia	50	-	3.0	S	-	-
Elyll froglord	54	90	3.3	S/S	2%	Call
Elyll guard	49,51	90	3.4	S/S	2%	Call
Elyll sage	53	90	4.0	C/S	-	Call
Elyll windchaser	47,50	90	3.9	C/S	5%	Call
enraged bwca	50	70	3.5	C/S	-	-
Esther	57	-	3.0	C	-	Call
Eye of Arawn	45	90	3.9	C/C	-	Call
faerie frog	28,30	-	4.0	C/S	-	-
faint grim	20,21	-	3.8	S/S	-	Soc.
Feldor	60	-	3.0	C	-	Call
fitful bwca	35,36	50	3.6	C	-	-
forest grazer calf	1	-	3.8	C	-	-
ghost wolf	32,34	70	3.1	T/S	1%	-
ghostly goblin berserker	65	99	3.5	T/S	2%	Soc.
ghostly goblin guard	60,61	99	3.8	S/S	-	Soc.
ghostly goblin healer	65	99	4.2	S/S	-	Soc.
ghostly goblin pet	65	100	2.0	C/C	5%	Soc.
ghostly goblin wizard	65	50	3.8	S/S	-	Soc.
giant boar	34,35	20	3.5	S	-	-
giant lizard	36,38	-	3.9	T/S	-	-
giant skeleton	27,28	90	3.8	S/S	-	-
Gisella	60	-	3.0	S/C	-	Call
Grunge	36	20	3.5	S	-	-
Gwyllgi	36	70	3.1	T/S	1%	-
Haiken	57	50	3.0	C	-	Call

MOB	LEVEL	ACRO	ATK SP	ATTACK	EVASD	SOC/CA
Helena	56	-	3.0	C	-	Call
hill scrag	39,41	90	3.9	C/C	-	Call
hollow man	39,41	70	3.7	C/S	-	Call
howling knifeman	26,27	90	3.6	S/S	1%	Soc.
howling maiden	24,26	90	3.6	S/S	1%	Soc.
Iandra	56	-	3.0	C	-	Call
Imerin	57	-	3.0	S/T	-	Call
Ineya	57	-	3.0	C	-	-
Jauatas	50	-	3.0	S	-	-
Jerris	59	-	3.0	C	-	Call
Jolack the Hermit	55	1	4.2	C	-	-
Karloth	60	-	3.0	S	-	Call
Karmack	58	-	3.0	S/T	-	Call
Kelmen	55	-	3.5	S/S	5%	Call
Kurlin	56	-	3.0	T/S	-	Call
large rock bounder	45,46	90	3.5	S/S	3%	Soc.
lesser sylvanshade	1	-	3.8	S	-	-
Lieutenant Brude	49	99	3.3	S	-	Call
Lieutenant Cian	49	99	1.0	S	-	Call
Lieutenant Niane	49	99	3.3	S	-	Call
Lorne	56	-	3.0	C	-	Call
lunger	1	-	3.7	C	-	-
Martin	58	-	3.0	C	-	Call
Master Neldar	60	-	4.0	C	-	-
Mayren	59	-	3.0	T/S	-	Call
Mistress Ainslee	50	-	1.0	S	-	-
Moontipper	46	70	3.5	T/T	4%	Call
Mordane	58	-	3.5	S/S	-	Call
Nasher	39	70	3.8	S/S	-	-
Nathaniel	58	-	3.0	S/T	-	Call
Nogud the Smasher	43	90	3.9	C/C	-	Call
Ostem	58	-	3.0	S/T	-	Call
Randall	57	-	3.0	C	-	Call
ravencan giant	50,51	70	4.1	C/C	-	Call
Riorden	60	-	3.0	C	-	Call
river scrag	32	70	4.0	C/S	-	-
Saracen Tracker	55	99	3.2	T/T	5%	-
Sanith	60	-	3.0	C	-	Call
scorned bwca	32,34	1	3.7	C/S	-	-
Scout	65	100	2.0	S/S	4%	Soc.
Seless	59	-	3.0	S/T	-	Call
Serenity	60	-	3.0	C	-	Call
shadowhunter	39,41	70	3.5	T/T	4%	Call
shadowhunter she-wolf	42,43	70	3.5	T/T	4%	Call
Shaman Saelonna	45	90	4.0	C/S	-	Call
Silden	59	-	3.0	T/S	-	Call
Simeon	56	-	3.3	T	6%	Call
Sir Gwyn	50	99	3.2	S	-	Call
small rock bounder	22,23	1	3.6	S/S	3%	Soc.
snowdon grim	36,38	70	3.8	S/S	-	-
Solnar	56	-	3.0	C	-	Call
Soulfeare	54	70	3.3	S/S	1%	-
sprawling arachnid	34,35	90	3.6	T/S	-	-
Talden	60	-	3.0	C	-	Call
Tarley	56	-	3.0	C	-	Call



MOB	LEVEL	AGGRO	ATK SP	ATTACK	EVASD	SOC/CA	MOB	LEVEL	AGGRO	ATK SP	ATTACK	EVASD	SOC/CA
Telisa	56	—	3.0	T/S	—	Call	Ulen	58	—	3.0	S/T	—	Call
Theofore	57	—	3.0	C	—	Call	Vera Astyrian	50	—	1.0	S	—	—
Tobias Worry	41	—	3.8	S	—	—	voracious pike	28,30	10	3.1	T/S	—	—
Twidgo	35	70	3.1	T/S	1%	—	Wilen	57	—	3.0	S	—	Call
Tylwyth Teg huntress	43,45	50	3.6	S/S	4%	Call	Wizard	65	100	2.0	S/S	4%	—
Tylwyth Teg ranger	46	50	3.5	S/S	4%	Call	Worry Wart	32	—	4.0	C/S	—	—
Tylwyth Teg rover	41,42	50	3.7	S/S	4%	Call							

Jamtland Mountains

MOB	LEVEL	AGGRO	ATK SP	ATTACK	EVASD	SOC/CA
A frozen dark dwarf	50	-	1.0	S	-	-
aged boreal cockatrice	49	5	3.5	S/S	-	-
Albion leader	62	80	3.4	S	-	Call
Albion minion	46	80	3.5	S	-	Soc.
alpine cockatrice	32,33	5	3.5	S/S	-	-
bear	55	99	3.8	S/S	-	Soc.
biting wind	31	20	3.2	S/S	-	-
bloodflag kennelmaster	60	99	3.8	S/S	5%	Soc.
bloodflag kingore	60	99	3.2	S/S	-	Soc.
bloodflag shaman	65	99	3.8	C/C	-	-
bone-eater eviscerator	41,42	80	3.0	S/S	-	Soc.
bone-eater orole	39-41	80	3.9	C/S	-	Soc.
bone-eater slayer	37,38	80	3.5	S/S	-	Soc.
bone-eater spine-ripper	39,40	80	3.4	S/S	-	Soc.
bone-eater warleader	45	80	3.4	S/S	-	Soc.
Canidae	72	99	4.5	S/S	5%	-
chattering skeleton	32	-	3.8	S/S	-	-
Chief Galt	72	99	3.8	S/S	5%	Soc.
chillsome wight	51,52	99	3.7	S/S	-	-
dire wolverine	58	80	2.1	S/S	-	-
Dockmaster of Jamtland Mtns	50	-	3.0	S	-	-
enharming	49,50	1	4.0	C/T	-	Soc.
fallen troll	44,45	20	3.8	C/S	-	-
Fanin	36	80	3.7	S/S	-	Call
fennir guard	45	80	3.6	S/S	-	Call
fennir prime	49	80	3.3	S/S	-	Call
fennir shredder	45,46	80	2.1	S/S	-	Call
fennir tracker	42	80	3.6	T/S	1%	Call
frore lich	55-57	99	3.7	S/S	-	Soc.
frost spectre	45,46	80	3.8	S/S	-	-
frost stallion	54,55	25	4.0	C/S	-	Soc.
fylgja	50-52	-	3.5	S/S	6%	-
ghostly Albion invader	42,43	20	3.8	S/S	-	-
ghostly Hibernian invader	42,43	20	3.8	S/S	-	-
ghoulsh warrior	44	20	3.8	S/S	-	-
glacial direwolf	45	99	3.8	S/S	10%	Soc.
glacial direwolf	50	99	3.8	S/S	15%	Soc.
glacial mauler	44,45	80	3.8	C/S	-	-
Great Fylgja	53	-	3.5	S/S	6%	-
great lynx	40-42	-	3.5	S/S	3%	-
ice lizard	32	-	3.6	T/S	-	-

MOB	LEVEL	AGGRO	ATK SP	ATTACK	EVASD	SOC/CA
ice scrag	34	80	3.7	C/S	-	-
iceberg	42	-	3.9	C/S	-	-
icebreaker	48	-	3.9	C/S	-	-
icestrider chiller	45	80	3.3	T/S	-	Soc.
icestrider frostweaver	44,46	80	3.8	C/S	-	Call
icestrider interceptor	47-51	80	3.1	T/T	4%	Soc.
icy wisp	31	-	3.8	S/S	-	-
isall forayer	44	5	2.5	S/S	-	Call
isall snowtracker	35	5	3.6	T/S	2%	Call
Kobold Tracker	55	99	3.2	T/T	5%	-
mature wyvern	54-57	5	3.3	T/S	-	Soc.
miserable zombie	30	1	4.0	S/S	-	-
nordic yeti	36	80	3.8	C/S	-	-
northern light	30	-	3.8	S/S	-	-
pale aurora	41-43	-	3.8	S/S	-	-
rainbow sprite	32-36	20	3.8	-	2%	Call
savage wyvern	45,46	90	3.1	T/S	-	Soc.
Serk	58	5	3.3	T/S	-	Soc.
shard golem	42	5	3.8	C/S	-	-
shivering presence	32	1	3.8	S/S	-	-
snowshoe bandit	34	80	3.7	S/S	-	Call
snowshoe bandit mage	33	80	3.8	C/S	-	Call
stromkarl	38-40	5	3.8	C/S	-	-
Strykr	52	80	3.1	T/T	4%	Soc.
taiga cat	32,33	5	3.6	S/S	3%	-
Thjodvitnir	45	80	4.0	S/S	-	Call
undead viking	44,45	20	3.8	C/S	-	-
Valdemar	72	99	3.8	S/S	5%	Soc.
vendo bruiser	65	99	3.5	T/S	2%	Soc.
vendo defender	65	99	3.5	S/S	-	Soc.
vendo elementalst	60	50	3.8	C/S	-	Soc.
vendo healer	60	99	3.5	S/S	2%	Soc.
voracious pike	28,30	10	3.1	T/S	-	-
white wolf	30,31	1	3.6	T/S	-	Soc.
windswept wraith	50-53	80	3.3	S/S	2%	Soc.
winter wolf	42,43	1	3.4	T/S	-	Soc.
wintery dirge	42	80	3.8	S/S	-	-
wolfen bully	65	99	5.5	S/S	-	-
wolfen medicine man	60	99	3.8	S/S	-	-
wolfen trooper	60	99	4.5	S/S	5%	-



Odin's Gate

MOB	LEVEL	AGGRO	ATK SP	ATTACK	EVADE	Soc/CA	MOB	LEVEL	AGGRO	ATK SP	ATTACK	EVADE	Soc/CA
aged boreal cockatrice	49	5	3.5	S/S	-	-	icestrider frostweaver	46	80	3.8	C/S	-	Call
blodfleg archer	62	99	4.2	S/S	5%	-	icestrider interceptor	47,49	80	3.1	T/T	4%	Soc.
blodfleg bodyguard	65	99	4.5	C/C	5%	-	inlet crab	38,40	-	3.3	S/S	-	-
blodfleg handler	60	99	3.8	S/S	5%	Call	isalf forayer	44	5	2.5	S/S	-	Call
blodfleg ice lizard	55	99	3.8	S/S	-	Soc.	isalf marauder	41	5	2.5	S/S	-	Call
blodfleg sentry	60	99	4.5	S/S	5%	-	Joar	60	99	2.0	S/S	5%	Soc.
bone-eater clanmother	42	80	3.8	S/S	-	Soc.	kabold healer	60	99	3.8	C/C	-	Soc.
bone-eater eviscerator	42	80	3.0	S/S	-	Soc.	kabold hunter	60	99	3.8	T/T	5%	Soc.
bone-eater warleader	45	80	3.4	S/S	-	Soc.	Kabold Tracker	55	99	3.2	T/T	5%	-
bright aurora	46,47	-	3.8	S/S	-	-	mature wyvern	55-57	5	3.3	T/S	-	Soc.
dire wolvenne	58	80	2.1	S/S	-	-	Melechan Vezian	41	100	2.3	C	-	-
Dockmistress of Odin's Gate	50	-	3.0	S	-	-	miserable zombie	31	1	4.0	S/S	-	-
dwarven runemaster	65	99	3.8	C	-	Soc.	nordic yeti	35,36	80	3.8	C/S	-	-
enhorning	50	1	4.0	C/T	-	Soc.	norseman warrior	60	99	5.5	S/S	5%	Soc.
frore lich	55-57	99	3.7	S/S	-	Soc.	northern ettin	25-27	80	3.8	C/S	-	-
frost giant	37	10	4.4	C/S	-	-	pale aurora	43	-	3.8	S/S	-	-
frost orm	35	15	3.8	T/S	-	-	Priestess Linna	72	99	5.0	S/S	5%	Soc.
frost spider	37	5	3.8	T/S	-	-	Shade of Oana	65	-	3.1	T/T	-	-
fylgja	50,51	-	3.5	S/S	6%	-	shard golem	42	5	3.8	C/S	-	-
General Albanus	62	90	3.3	C/C	-	-	steipneirsson	55,56	-	4.0	C/S	-	-
ghostly Albion invader	43	20	3.8	S/S	-	-	snowshoe bandit	30-34	80	3.7	S/S	-	Call
ghostly Hibernian invader	43	20	3.8	S/S	-	-	Star Gothi Sedirane	60	-	3.0	S	-	-
glacial mauler	45	80	3.8	C/S	-	-	torpor worm	37	2	3.9	C/S	-	-
Glacier Giant	76	-	5.0	C/S	-	-	undead souldier	49	50	3.4	S	-	-
great lynx	42	-	3.5	S/S	3%	-	undead troll warrior	31	20	3.8	C/C	-	-
Gullfaxi	57	25	4.0	C/C	-	Soc.	Vaylin	72	99	5.0	C/C	5%	Soc.
Hrungnir	61	10	4.4	C/S	-	-	white wolf	30	-	3.6	T/S	-	Soc.
ice giant	35	10	4.2	C/S	-	-	windswept wraith	50,52	80	3.3	S/S	2%	Soc.
ice lizard	32	-	3.6	T/S	-	-	winter wolf	45	-	3.4	T/S	-	Soc.
iceberg	42	-	3.9	C/S	-	-	wintery dirge	41	80	3.8	S/S	-	-
icebreaker	48	-	3.9	C/S	-	-	wyvern	38	15	3.5	T/S	-	Soc.



**Evil
trees
are
EVIL
now!**



Uppland

MOB	LEVEL	AGGRO	ATK SP	ATTACK	EVASD	Soc/Ca
abominable snowman	23,26-30	80	3.8	C/S	-	-
aged boreal cockatrice	49	5	3.5	S/S	-	-
alpine cockatrice	32,33	5	3.5	S/S	-	-
Amalia	57	-	3.0	T/S	-	Call
Arlogh	58	-	3.0	S	-	Call
Asdis	45	-	1.2	C	-	-
Astryd	60	-	3.0	C	-	Call
aurora	44	-	3.8	T/S	-	-
Bakki	57	-	3.0	T/S	-	Call
Balte	60	-	2.0	C/C	50%	Soc
Baugi	34	10	4.2	C/S	-	-
Bergthor	57	-	3.0	S/C	-	Call
Biorg	58	-	3.0	C	-	Call
biting wind	29,31	20	3.2	S/S	-	-
block of ice	36	-	4.3	C/S	-	-
bone-eater clanmother	42	80	3.8	S/S	-	Soc
bone-eater eviscerator	41	80	3.0	S/S	-	Soc
bone-eater oracle	39-41	80	3.9	C/S	-	Soc
bone-eater slayer	37,38	80	3.5	S/S	-	Soc
bone-eater spine-ripper	39,40	80	3.4	S/S	-	Soc
boreal cockatrice	24-26	5	3.5	S/S	-	-
Brynjar	58	-	3.0	C	-	Call
chattering skeleton	32	-	3.8	S/S	-	-
chiseler	20-24	-	3.6	T/S	-	-
cold light	22	-	3.8	S/S	-	-
deranged wizard	52	65	2.9	C	-	-
Diera	59	-	3.0	C	-	Call
Dockmaster of Uppland	50	-	3.0	S	-	-
Eibhlín	36	50	3.0	C	-	Soc
Elymor	56	-	3.0	T/S	-	Call
emerald beetle	50	99	3.8	S/S	-	Soc
Engelbrekt	72	99	3.8	S/S	10%	Soc
enthralled zombie	43,44	80	3.4	S	-	Soc
Eteki	27	80	3.8	C/S	-	-
Eyja	59	-	3.0	C/S	-	Call
fallen troll	44,45	20	3.8	C/S	-	-
Farold	58	-	3.0	C	-	Call
fennir guard	45	80	3.6	S/S	-	Call
fennir prophet	44,45	80	4.0	S/S	-	Call
fennir snowscout	37,38	80	3.5	T/S	1%	Call
fennir tracker	41	80	3.6	T/S	1%	Call
Finnulf	57	-	3.0	C	-	Call
flurry	23	20	3.3	S/S	-	-
forest grazer calf	1	-	3.8	C	-	-
fossegrim	29-31	-	3.8	C/S	-	-
frost hound	31	5	3.7	T/S	-	-
frost arm	35	15	3.8	T/S	-	-
frost spectre	45,46	80	3.8	S/S	-	-
frostbite wildling	27,28	1	3.5	S/S	-	-
frosty calf	20	-	4.0	C/S	-	Soc
frosty scuttliebug	23,24	-	3.8	S/S	-	-
Gagnrad	33	10	4.0	C/S	-	-
geld mass	35	-	4.1	C/S	-	-
ghostly Albion invader	43	20	3.8	S/S	-	-
ghostly Hibernian invader	42,43	20	3.8	S/S	-	-
ghoulish warrior	44,45	20	3.8	S/S	-	-
giant snow crab	33,34	-	3.8	S/S	-	-
gnomish archer	60	5	3.5	S/S	5%	Soc
gnomish guard	65	99	3.5	T/S	2%	Soc
gnomish magician	60	80	3.8	S/S	-	Soc
gnomish witchman	60	99	3.8	S/S	-	Soc
gnomish weaponmaster	65	99	3.5	T/S	2%	Soc
Grand Lord Belatu	78	100	5.0	**	15%	Soc
great lynx	39-42	-	3.5	S/S	3%	-

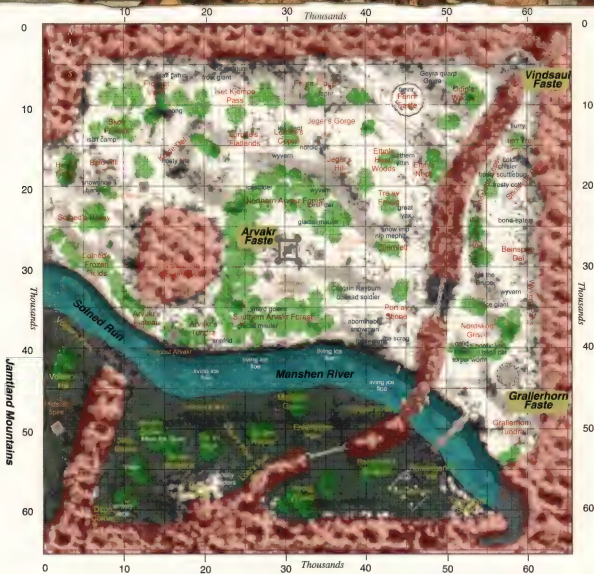
MOB	LEVEL	AGGRO	ATK SP	ATTACK	EVASD	Soc/Ca
Grimol	56	-	3.0	C	-	Call
Gryg	57	-	3.0	C/S	-	Call
hailer	28	50	3.8	C/S	-	Soc
halstone	20	-	3.0	C/S	-	Soc
half-frozen madman	25	80	4.1	C/S	-	-
Healer	65	-	2.0	S/S	4%	Call
Herika	59	-	3.0	C/S	-	Call
Heroth	60	-	3.0	C	-	Call
Hunter	65	100	2.0	S/S	4%	Soc
Huscarl	65	100	2.0	S/S	4%	Call
ice giant	34,36	10	4.2	C/S	-	-
ice lizard	34	-	3.6	T/S	-	-
ice scrag	34	80	3.7	C/S	-	-
iceberg	42	-	3.9	C/S	-	-
icemuncher	28	-	3.9	C/S	-	-
icestriker chiller	43	80	3.3	T/S	-	Soc
icestriker frostweaver	46	80	3.8	C/S	-	Call
icestriker interceptor	49	80	3.1	T/T	4%	Soc
icy wisp	31,33	-	3.8	S/S	-	-
Idalia	59	-	3.0	S/C	-	Call
Isaba	60	-	3.0	S	-	Call
isaf blinder	34,35	5	4.0	C/S	-	Call
isaf forayer	44	5	2.5	S/S	-	Call
isaf icemage	34	5	4.0	C/S	-	Call
isaf snyder	33	5	4.0	C/S	-	Call
isaf snowtracker	35	5	3.6	T/S	2%	Call
isaf surveyor	33	5	3.8	T/S	-	Call
isaf warrior	35	5	3.3	S/S	-	Call
Jakr	23	1	3.8	S/S	-	-
Kobold Tracker	55	99	3.2	T/T	5%	-
Kristny	59	-	3.0	C	-	Call
lesser sylvarshade	1	-	3.8	S	-	-
Lisbet	60	-	3.0	S	-	Call
living ice floe	32	70	4.0	S/S	-	-
Loarr	56	-	3.0	S*	-	Call
lungar	1	-	3.7	C	-	-
Madrene	56	-	3.0	S/C	-	Call
mature wyvern	54	5	3.3	T/S	-	Soc
Mendie	60	-	3.0	*	-	Call
Mikol	56	-	3.0	*	-	Call
miserable zombie	28-31	1	4.0	S/S	-	-
Niacas	53	85	3.4	S	5%	-
nip mephit	25-25	1	3.8	S/S	-	-
nordic yeti	33-36	80	3.8	C/S	-	-
northern ettin	25-27	80	3.8	C/S	-	-
northern light	26-30	-	3.8	S/S	-	-
Notker	59	-	3.0	*	-	Call
Odeya	50	-	3.0	*	-	-
Oswulf	60	-	3.0	S	-	Call
pale aurora	41-43	-	3.8	S/S	-	-
Peningr	60	-	3.0	C	-	Call
Randall	56	-	3.0	S	-	Call
Ranikin	57	-	3.0	C	-	Call
Roki	56	-	3.0	T/S	-	Call
Runemaster	65	100	2.0	S/S	4%	-
shard golem	42	5	3.8	C/S	-	-
shivering presence	32	1	3.8	S/S	-	-
Shylf	46	80	3.8	S/S	-	-
Sigum	32	80	3.7	S	-	Call
Sigard	59	-	3.0	S	-	Call
Skyros camouflage	44	25	3.2	S/S	5%	Soc
steigh horse	30	-	4.0	C	-	-
snow giant	30-33	10	4.0	C/S	-	-
snow imp	20,22	1	3.8	S/S	-	-



snowshoe bandit	30-35	80	3.7	S/S	-	Call	Unni	59	-	3.0	T/S	-	Call
snowshoe bandit mage	32,33	80	3.8	C/S	-	Call	Valyn	59	-	3.0	I/S	-	Call
Stor Gathi Delnar	60	-	3.0	S	-	-	Vura	50	-	3.0	*	-	-
stromkarl	40	5	3.8	C/S	-	-	white wolf	27-31	1	3.6	T/S	-	Soc.
taiga cat	32	5	3.6	S/S	3/4	-	Wilone	56	-	3.0	*	-	Call
thawing corpse	31	99	3.8	C/S	-	-	winter wolf	43	-	3.4	T/S	-	Soc.
Thorakla	53	80	3.1	S/S	-	Soc.	wintery dirge	40-42	80	3.8	S/S	-	-
Tala	59	-	3.0	T/S	-	Call	Wodin	57	-	3.0	C/S	-	Call
Toland	58	-	3.0	*C	-	Call	wyvern	36-39	15	3.5	T/S	-	Soc.
tarpor worm	37	2	3.9	C/S	-	-	Ydania	60	-	3.0	*S	-	Call
undead minion	20	75	3.0	S	-	Soc.	young wyvern	28-30	2	3.6	T/S	-	Soc.
undead viking	44,45	20	3.8	C/S	-	-	Zafir	60	-	3.0	S	-	Call

Yggdra Forest

MOB	LEVEL	AGGRO	ATK SP	ATTACK	EVASD	Soc/CA	MOB	LEVEL	AGGRO	ATK SP	ATTACK	EVASD	Soc/CA
abominable snowman	26-30	80	3.8	C/S	-	-	Hellene Tanil	60	-	3.6	C	-	Call
Agnard Firehammer	60	-	3.2	C	-	Call	Herindrik Pengersonn	57	-	3.2	T	-	Call
Aksel Skjoldsson	59	-	4.0	S	-	Call	Huscarl	65	100	2.0	S/S	4%	Call
Ald the Bruce	44	20	3.8	S	-	Call	ice creature	39	-	4.0	C/S	-	-
Argur	34	5	3.8	T/S	-	Call	ice giant	33-36	10	4.2	C/S	-	-
Asbjorn Brorsonn	56	-	3.4	C	-	Call	ice goblin	60	99	3.8	S/S	-	Soc.
Baugi	34	10	4.2	C/S	-	-	ice lizard	34	-	3.6	T/S	-	-
Benita Kjelen	56	-	3.1	C	-	Call	ice scrag	33-34	80	3.7	C/S	-	-
biting wind	29	20	3.2	S/S	-	-	icemuncher	28	-	3.9	C/S	-	-
block of ice	37	-	4.3	C/S	-	-	icestrider chiller	45	80	3.3	T/S	-	Soc.
bone-eater danmother	42	80	3.8	S/S	-	Soc.	icestrider frostweaver	46	80	3.8	C/S	-	Call
bone-eater eviscerater	41,42	80	3.0	S/S	-	Soc.	icestrider interceptor	49-51	80	3.1	T/T	4%	Soc.
bone-eater orade	39,41	80	3.9	C/S	-	Soc.	icy wisp	31-33	-	3.8	S/S	-	-
bone-eater spine-ripper	39,40	80	3.4	S/S	-	Soc.	inlet crab	38,40	-	3.3	S/S	-	-
bone-eater warleader	45	80	3.4	S/S	-	Soc.	isalt abider	30	-	3.8	C/S	-	Call
boreal cookatrice	24-27	5	3.5	S/S	-	-	isalt blinder	35	5	4.0	C/S	-	Call
Botilla Bortasdottrir	58	-	3.4	C	-	Call	isalt hierarch	38	5	3.3	S/S	-	Call
Captain Rayburn	36	90	3.0	S	-	Soc.	isalt icemage	33	5	4.0	C/S	-	Call
chattering skeleton	32	-	3.8	S/S	-	-	isalt sryer	33	5	4.0	C/S	-	Call
chiseler	20-24	-	3.8	T/S	-	-	isalt snowtracker	35	5	3.6	T/S	2%	Call
cold light	20-25	-	3.8	S/S	-	-	isalt surveyor	32,33	5	3.8	T/S	-	Call
Coldfeet	33	1	4.0	S/S	-	-	isalt warrior	35,36	5	3.3	S/S	-	Call
Danikah Jøgende	57	-	3.2	S	-	Call	Jakr	23	1	3.8	S/S	-	-
Dodmistriss of Yggdra Forest	50	-	3.0	S	-	-	Jaska Hulemann	57	-	3.7	C	-	Call
Ebbela Gelsindottir	56	-	3.3	S	-	Call	Jukka Klothand	59	-	3.2	S/S	-	Call
Eðonia Rindasdottrir	49	-	3.0	S	-	-	Katja Sograsdottrir	58	-	3.5	S/S	-	Call
Eneveld Vapenskaper	57	-	3.2	S	-	Call	Kauppi Stonesword	59	-	3.3	S	-	Call
Erlendur Haldarsonn	57	-	3.3	S	-	Call	Kavi	64	100	3.0	S	-	Soc.
Eric Thorsson	59	-	3.4	S	-	Call	Kiasla Pengervakt	57	-	3.2	S	-	Call
Evdokia Vilkkivinne	56	-	3.2	S/S	-	Call	Kira Jondasdottrir	58	-	3.4	C	-	Call
fennir guard	45	80	3.6	S/S	-	Call	Kjeld Enarsson	57	-	3.0	C	-	Call
fennir prime	49	80	3.3	S/S	-	Call	Klaengur Angrepsson	59	-	3.5	S/C	-	Call
fennir prophet	44,45	80	4.0	S/S	-	Call	Kobold Tracker	55	99	3.2	T/T	5%	-
fennir shredder	45,46	80	2.1	S/S	-	Call	Kodi	51	80	3.3	S/S	-	Call
fennir snowscout	36-38	80	3.5	T/S	1%	Call	Ledar	50	-	3.0	A	-	-
fennir tracker	40-42	80	3.6	T/S	1%	Call	lesser sylvanshade	1	-	3.8	S	-	-
Fionnuala	50	-	3.6	S	-	-	Lisebet Batelskerinne	58	-	3.4	S	-	Call
Fjall	56	80	3.4	S/S	-	Soc.	living ice floe	32	70	4.0	S/S	-	Call
flurry	23	20	3.3	S/S	-	-	Lodur Loaursson	58	-	3.2	C	-	Call
Follower of Loki	42	75	3.0	S	-	Call	Lunger	1	-	3.1	C	-	Call
forest grazer calf	1	-	3.8	C	-	-	Marth Eyrsdottir	58	-	4.0	C	-	Call
fassegrim	30,31	-	3.8	C/S	-	-	Marsilia Steinbjorn	56	-	3.6	S/C	-	Call
Frej	27	1	3.8	S/S	-	-	misérable zombie	31,32	1	4.0	S/S	-	-
frost giant	37-39	10	4.4	C/S	-	Soc.	Moirra the Quiet	44	20	3.8	S/S	-	-
frost goblin brawler	65	99	3.5	T/S	2%	Soc.	Ngadra	47	80	4.0	T/S	-	Call
frost goblin lookout	60	25	3.2	T	5%	Soc.	nip mephit	23-25	1	3.8	S/S	-	-
frost hound	30,31	5	3.7	T/S	-	-	nordic yeti	33-36	80	3.8	C/S	-	-
frost orm	35	15	3.8	T/S	-	-	Noma	34	5	4.0	C/S	-	Call
frostbite wildling	27-29	1	3.5	S/S	-	-	northern etim	25-27	80	3.8	C/S	-	-
frosty calf	20	-	4.0	C/S	-	Soc.	northern light	26-30	-	3.8	S/S	-	-
frosty scuttlebug	23,24	-	3.8	S/S	-	-	Orielle Larasdottrir	60	-	3.6	C	-	Call
geld mass	35	-	4.1	C/S	-	-	Pieta Kronskaeper	60	-	3.2	C	-	Call
Geyra	52	90	3.0	S	-	Call	Rodni Stenbjorn	59	-	3.4	T	-	Call
Geyra's guard	49	80	3.6	S/S	-	Call	Raissa Sterme	58	-	3.5	C	-	Call
ghostly Albion invader	42,43	20	3.8	S/S	-	-	Rikissa Troye	58	-	3.2	C	-	Call
ghostly Hibernian invader	42,43	20	3.8	S/S	-	-	Rodfel Laerarbeider	57	-	3.1	S/S	-	Call
glacial mauler	44,45	80	3.8	C/S	-	-	Runemaster	65	100	2.0	S/S	4%	-
goblin elementalst	60	50	3.8	C/S	-	Soc.	savage wyvern	45-48	90	3.1	T/S	-	Soc.
goblin healer	60	99	3.5	S/S	2%	Soc.	shard golem	42	5	3.8	C/S	-	-
Grand Lord Martel	78	100	5.0	*/*	15%	Soc.	shivering presence	32,33	1	3.8	S/S	-	-
great lyrix	39,40	-	3.5	S/S	3%	-	Sjor	46	80	3.5	T/S	-	Soc.
halier	28	50	3.8	C/S	-	Soc.	Skrag	72	99	3.8	S/S	5%	Soc.
halistone	20	-	3.0	C/S	-	Soc.	sleigh horse	30	-	4.0	C	-	-
half-frozen madman	25	80	4.1	C/S	-	-	Snafind	35	-	3.0	S	-	-
Halvor Modsonn	57	-	3.3	S/C	-	Call	snow imp	20-22	1	3.8	S/S	-	-
Healer	65	-	2.0	S/S	4%	Call	snowshoe bandit	30-35	80	3.7	S/S	-	Call



snowshoe bandit mage	32-33	80	3.8	C/S	-	Call	Vagn	52	80	3.8	S/S	-	Call
Sakawa Tyrsdottir	60	-	3.0	S	-	Call	Vallanar	30	-	3.8	C/S	-	Call
Saulsang	43	80	3.8	S/S	-	Call	Veganin Stavskaper	59	-	3.2	C	-	Call
Star Grotti Teriden	60	-	3.0	S	-	Call	Veilef Hauksani	59	-	3.3	C	-	Call
Sudyu	50	-	3.0	S	-	Call	Viggo Skintson	57	-	3.3	C	-	Call
Sunniva Kastvopen	58	-	3.4	S	-	Call	white wolf	29-31	1	3.6	T/S	-	Soc
taiga cat	32-33	5	3.6	S/S	34%	-	winter varg	50	99	3.8	S/S	-	Soc
Terena Pliskaper	58	-	3.3	T	-	Call	winter wolf	42-46	1	3.4	T/S	-	Soc
thawing corpse	31	99	3.8	C/S	-	-	wintery dirge	40-42	80	3.8	S/S	-	-
torpor worm	37	2	3.9	C/S	-	-	wyvern	36-38	15	3.5	T/S	-	Soc
Turkka Beindanser	59	-	3.4	C	-	Call	Yaromir Fortryllsann	59	-	3.0	C/C	-	Call
twister	29	20	3.3	S/S	20%	-	young wyvern	28-30	2	3.6	T/S	-	Soc
Ullgar	44	80	3.6	T/S	14%	Call							
undead soldier	26	50	3.0	C	-	Soc							

Brefine

MOB	LEVEL	AGGRO	ATK Sp	ATTACK	EVASD	Soc/Ca
<i>afflicted parthelonian</i>	48	80	3.8	T/T	-	Call
<i>anguished parthelonian</i>	47-49	99	4.0	C/S	-	Call
<i>bananach</i>	40,41	80	3.8	S/S	-	-
<i>black badger</i>	36	-	3.6	S/S	-	-
<i>bloodletter</i>	48,49	50	3.4	T/T	-	-
<i>bocanach</i>	46-48	80	3.8	S/S	-	-
<i>boogie man</i>	34	30	3.8	C/S	-	-
<i>Breath of Aman</i>	50	100	2.5	S	1%	-
<i>cruach demon</i>	55-57	80	3.5	S/S	-	Soc
<i>Daughter of Medb</i>	45,46	1	3.5	S/T	3%	Call
<i>decaying parthelonian</i>	46,47	99	3.9	C/S	-	Call
<i>Deili</i>	48	80	3.8	S/S	-	-
<i>diseased parthelonian pet</i>	46,47	80	3.8	T/T	-	Soc
<i>Dockmistress of Brefine</i>	50	-	3.0	S	-	-
<i>earthshaker</i>	47-49	1	3.9	C/S	-	-
<i>empyrean guardian</i>	34-38	-	3.5	S/S	6%	Call
<i>empyrean wraith</i>	29	80	4.5	T/S	3%	Soc
<i>Evem</i>	76	50	3.8	T/S	-	Soc
<i>fallen Hibernian defender</i>	45	20	3.8	S/S	-	-
<i>fear dearc</i>	46,47	60	3.8	S/S	-	-
<i>field lich</i>	58	50	3.8	C/S	-	-
<i>finliath</i>	58-60	99	3.8	S/S	2%	-
<i>fleshless parthelonian</i>	61,62	99	4.2	C/S	-	Call
<i>fuath</i>	46	80	3.8	S/S	-	-
<i>ghostly Midgard invader</i>	44	20	3.8	S/S	-	-
<i>ghostly glimmer</i>	60-68	50	3.8	S	1%	Soc
<i>ghostly Midgard invader</i>	43	20	3.8	S/S	-	-
<i>ghostly parthelonian berserker</i>	63	100	3.0	C/C	10%	-
<i>ghostly parthelonian champion</i>	58	1	3.0	C/C	15%	Soc
<i>ghostly parthelonian champion</i>	65	100	3.0	C/C	15%	Soc
<i>ghostly parthelonian guard</i>	60	1	3.0	S	5%	Soc
<i>ghostly parthelonian guard</i>	61	1	3.0	C	-	Soc
<i>ghostly parthelonian pet</i>	65	100	3.8	S/S	20%	Soc
<i>ghostly parthelonian wizard</i>	65	100	3.8	C	5%	-
<i>Glimmer Lord Aman</i>	72	99	3.8	S	1%	Soc

MOB	LEVEL	AGGRO	ATK Sp	ATTACK	EVASD	Soc/Ca
<i>grand pooka</i>	61-64	80	3.8	C/S	5%	-
<i>Grinar</i>	46	99	3.9	C/S	-	Soc
<i>grogan</i>	46	-	3.8	C/S	-	Call
<i>grovewood</i>	38-40	-	3.8	C/S	-	Call
<i>hillock changeling</i>	36-37	30	3.8	C/S	-	-
<i>Idol of Crom Cruach</i>	60	80	3.5	S/S	-	Soc
<i>infectious parthelonian</i>	54	99	4.2	C/S	-	Call
<i>juvenile megafelid</i>	36	-	3.7	S/S	-	-
<i>leprechaun</i>	48-50	10	3.6	C/S	10%	-
<i>luch hunter</i>	34	1	3.6	S/S	1%	-
<i>Lunkeen Tracker</i>	55	99	3.2	T/T	5%	-
<i>mangled trail invader</i>	45	20	3.8	S/S	-	-
<i>manbund parthelonian</i>	52,53	99	4.1	C/S	-	Call
<i>Morven</i>	46	99	3.9	C/S	-	Soc
<i>mass monster</i>	40	-	3.9	C/S	-	-
<i>Naoned</i>	62	99	3.8	S/S	2%	-
<i>plagued parthelonian</i>	50	99	4.1	C/S	-	Call
<i>Ram Pubble</i>	65	80	3.8	C/S	5%	-
<i>Rearmann</i>	44	99	3.9	C/S	-	Soc
<i>Rar</i>	61	99	3.8	S/S	2%	-
<i>rotting parthelonian</i>	55,56	99	4.2	C/S	-	Call
<i>skeletal dwarf invader</i>	43	20	3.8	S/S	-	-
<i>spectral Briton invader</i>	43,44	20	3.8	S/S	-	-
<i>tainted parthelonian</i>	49	99	4.1	C/S	-	Call
<i>torcan</i>	31	-	3.8	S/S	-	-
<i>Traitor Gyn</i>	72	99	5.0	S/S	15%	-
<i>Trembler</i>	50	1	3.9	C/S	-	-
<i>umber bear</i>	42-45	-	3.3	C/S	-	-
<i>undead Briton invader</i>	43,44	20	3.8	S/S	-	-
<i>uneartied cave bear</i>	49-51	50	3.5	C/S	-	-
<i>voracious pike</i>	28,30	10	3.1	T/S	-	-
<i>wanshee</i>	61-64	80	3.8	S/S	-	-
<i>wraith droke</i>	65	50	3.8	T/S	-	-
<i>wraith fairy</i>	50	50	3.8	T/S	-	-
<i>Xia</i>	27	90	3.0	S	-	Call





Cruachan Gorge

MOB	LEVEL	AGGRO	ATK SP	ATTACK	EVASD	SOC/CA
Abiedda	59	-	3.0	S	-	Call
Acen	56	-	1.0	C	-	Call
Adarng	57	-	3.5	S	-	Call
Adiras	56	-	3.0	S/S	-	Call
Adroameth	60	-	1.0	C	-	Call
Adwebard	56	-	3.0	C	-	Call
Adweris	59	-	3.0	S	-	Call
Aethen	50	-	3.0	*	-	-
Afeawen	57	-	1.0	C	-	Call
Afiniel	59	-	3.0	S/S	-	Call
Alelisa	59	-	1.0	S	-	Call
alp luchra	29	70	3.5	T/S	-	-
amadan touched	29-32	70	3.9	S/S	-	-
Asthen	56	-	1.0	C	-	Call
aughsy	33	50	3.8	S/S	-	-
bean sidhe	39-41	90	3.7	S/S	1%	-
Bignose	37	-	3.8	S/S	-	-
bird-eating frog	20-22	-	3.8	C/S	-	-
bocadhe	27-29	-	3.8	S/S	-	-
badach	32	80	3.8	C/S	-	Call
Broredith	57	-	3.0	S/S	-	Call
Cendak	60	-	3.5	S	-	Call
cluricaun	22	1	3.8	C/S	-	-
cluricaun aquavitor	40	1	3.6	C/S	-	-
corpion side	39	60	3.8	T/S	-	-
canybantic skeleton	46	99	2.8	S/S	-	-
Creamond	58	-	3.0	S/S	-	Call
cranicam	65	100	3.8	C/C	5%	Soc.
cruch imp	33-35	20	3.8	T/S	1%	-
Cruachan warrior	46-47	1	3.5	S/T	3%	Call
curmudgeon puggard	39-40	80	3.8	T/S	2%	Call
curmudgeon ratoner	31-33	80	3.8	T/S	-	Call
curmudgeon scrapper	40-43	80	3.7	T/S	3%	Call
curmudgeon wanter	34-35	80	3.8	T/S	-	Call
Daughter of Medb	44-48	1	3.5	S/T	3%	Call
deamhan air	37	80	3.5	S/S	5%	-
deamhan hound	40	50	3.3	T/S	-	Soc.
detrital crab	42	10	3.6	S/S	-	-
Dockmaster of Cruachan Gorge	50	-	3.0	S	-	-
Druid	65	-	2.0	S/S	4%	Call
dullahan	48-51	50	3.2	T/S	3%	-
earthshaker	47	1	3.9	C/S	-	-
Edirowen	57	-	3.0	C	-	Call
Eldritch	65	100	2.0	S/S	4%	-
emphyrean elder	44	-	3.9	C/S	-	Call
emphyrean guardian	36-37	-	3.5	S/S	6%	Call
emphyrean sentinel	27	-	3.6	S/S	4%	Soc.
Erahagard	60	-	1.0	C	-	Call
Etholind	59	-	1.0	T	-	Call
faeghoul	34-36	60	4.0	S/S	-	Soc.
fallen Hibernian defender	45	20	3.8	S/S	-	-
fee lion	25-27	30	3.5	S/S	3%	-
forest grazer calf	1	-	3.8	C	-	-
fuath	46	80	3.8	S/S	-	-
Furor	48	99	2.8	S/S	-	-
Galednihar	59	-	3.0	C	-	Call
Gednimas	58	-	3.0	C	-	Call
ghostly Midgard invader	43	20	3.8	S/S	-	-
ghoulie	20-22	70	3.7	S/S	-	Soc.
giant ant	21-24	-	3.8	T/S	-	Call
giant beetle	20-21	5	3.8	T/S	-	-
Grenad	59	-	1.0	S	-	Call
gorge rat	30-31	5	3.6	T/S	-	-
graugach	32-33	-	3.8	C/S	-	-
gray spectre	22-24	90	3.3	S/S	-	-

MOB	LEVEL	AGGRO	ATK SP	ATTACK	EVASD	SOC/CA
Groacan	56	-	1.0	C	-	Call
Grumpy	52	50	3.5	C/S	-	-
Guardian	65	100	2.0	S/S	4%	Call
hill hound	20	-	3.5	T/S	1%	-
hillcock changeling	35	30	3.8	C/S	-	-
Ibeiwyn	58	-	1.0	C	-	Call
ire wolf	25	50	3.5	T/S	1%	Soc.
irewood greenbark	40	30	3.8	C/T	-	Soc.
juvenile megafelid	36-38	-	3.7	S/S	-	-
Lady Armina	72	100	3.8	C/C	10%	Call
Larea	57	-	3.0	S/S	-	Call
leprechaun	50	10	3.6	C/S	10%	-
Lera	59	-	3.0	S/S	-	Call
lesser sylvanshade	1	-	3.8	S	-	-
Little Star	34	-	4.0	C/S	-	-
luch catcher	28	1	3.7	S/S	1%	-
lugradon	25	30	3.8	S/S	5%	-
lunger	1	-	3.7	C	-	-
Lunkeen Tracker	55	99	3.2	T/T	5%	-
mad changeling	26-28	80	3.8	C/S	-	-
Mold the Hermit	41	80	3.8	S/S	-	Call
mangled troll invader	45	20	3.8	S/S	-	-
megafelid	39-42	60	3.5	S/S	-	-
merman	25-36	-	3.7	S/S	-	Soc.
mist wraith	27-28	30	3.7	T/S	2%	-
morass leech	42	10	3.8	S/S	-	-
mass monster	40-41	-	3.9	C/S	-	-
Naermoggin	40	1	3.6	C/S	-	-
Neland	58	-	3.0	C	-	Call
Olairwan	57	-	1.0	C	-	Call
phaeghoul	37-39	60	4.0	S/S	-	Soc.
Premma	57	-	3.0	S/S	-	Call
Proassa	58	-	1.0	S	-	Call
Qaedra	60	-	3.0	S	-	Call
rage sprite	20	80	3.5	T/S	-	Soc.
rage wolf	32	80	3.5	T/S	1%	Soc.
rainbow sprite	32-36	20	3.8	*	2%	Call
Ranger	65	100	2.0	S/S	4%	Soc.
Relindra	60	-	1.0	C	-	-
Rhealte	58	-	3.5	S	-	Call
roan stepper	30-32	-	4.0	C/S	-	-
rogue siabra archer	65	99	3.8	S	10%	Soc.
rogue siabra archmagi	65	100	3.8	T	5%	Soc.
rogue siabra guardian	65	100	3.8	S/S	10%	Soc.
rogue siabra lookout	50	100	3.0	T	10%	Soc.
rogue siabra wayguard	60	100	3.8	S/S	5%	Soc.
Ronat	43	99	4.2	C/S	-	Soc.
Ryda	50	-	3.5	C	-	-
sett dweller	30-31	-	3.8	S/S	-	Call
sett matron	36	-	3.7	S/S	-	Call
sett protector	32-33	60	3.6	S/S	-	Soc.
sett youngling	24	-	3.8	S/S	-	-
Sevelitha	60	-	3.0	C	-	Call
Shaemis	43	80	3.7	S/S	3%	Call
sharp-toothed megafelid	39	60	3.5	S/S	-	-
siabra anchorite	41	80	3.8	S/S	-	Call
siag raider	37	80	3.4	T/S	-	Call
siag seeker	28-29	80	3.6	S/S	4%	Call
siag waylayer	26-27	80	3.6	T/S	5%	Soc.
skeletal dwarf invader	43	20	3.8	S/S	-	-
spectral Briton invader	43-44	20	3.8	S/S	-	-
speghoul	40	60	4.0	S/S	-	Soc.
Spithar	35	20	3.8	T/S	1%	-
spraggonale	22	10	3.7	S/S	-	Call
squabbler	28-30	-	3.7	T/S	1%	-



streaming wisp	21,24	-	3.8	S/S	4%	Soc.	Urf	40	80	3.8	T/S	2%	Call
Tenien	50	-	1.0	S	-	-	vindictive bocan	20	99	3.7	C/S	-	Soc.
Thian	58	-	3.5	S	-	Call	Voidon	56	-	3.0	S	-	Call
Thiesien	56	-	3.0	C	-	Call	Wenna	50	1	3.5	S/T	3%	Call
Thistle	32	-	3.7	T/S	1%	-	Wiceseth	57	-	3.0	S/S	-	Call
torc	34-37	-	3.8	S/S	-	-	Wicoll	56	-	3.0	C	-	Call
Torc Forbartach	47	-	3.8	S/S	-	-	Wicurien	58	-	3.0	S	-	Call
Torc Triath	53	-	3.8	S/S	-	-	wrath sprite	28	80	3.4	T/S	-	Soc.
torcan	31	-	3.8	S/S	-	-	Ybaldia	60	-	3.0	S/S	-	Call
Uileag	40	99	4.1	C/S	-	Call	Ybawen	58	-	3.0	S/S	-	Call
undead Briton invader	44	20	3.8	S/S	-	-	Ybeodon	60	-	3.0	S/S	-	Call
uneathed cave bear	49-51	50	3.5	C/S	-	-	Yeso	57	-	3.0	S/S	-	Call

Emain Macha

MOB	LEVEL	AGGRO	ATK SP	ATTACK	EVASD	SOC/CA
Agom	56	80	3.8	T/T	4%	Call
alp luachra	30	70	3.5	T/S	-	-
amadán touched	30	70	3.9	S/S	-	-
Ambassador Crae	72	100	4.5	*/*	15%	Soc.
Atax	61	30	4.0	C/S	-	-
bananach	40,41	80	3.8	S/S	-	-
bean sidhe	39-41	90	3.7	S/S	1%	-
bloodletter	48,49	50	3.4	T/T	-	-
bocazde	51	-	3.8	C/S	-	Call
bocanach	46-48	80	3.8	S/S	-	-
cliff beetle	34-37	5	3.8	T/S	-	-
Clooky	46	-	3.8	C/S	-	-
corpán side	39	60	3.8	T/S	-	-
corrupt demon	65	99	3.8	S	1%	Soc.
Daughter of Medb	44,45	1	3.5	S/T	3%	Call
demonic	60,61	50	3.6	S	1%	Soc.
Dockmaster of Emain Macha	50	-	3.0	S	-	-
earthshaker	47,49	1	3.9	C/S	-	-
Eresidae	48	20	2.0	S	-	-
evil faerie	60-65	50	3.8	S	1%	Soc.
fachan	47-49	80	3.8	C/S	-	-
faeghoul	36	60	4.0	S/S	-	Soc.
faerie newborn pet	50	-	2.5	S	1%	-
faerie pet	68	99	3.8	S	1%	Soc.
fallen Hibernian defender	45	20	3.8	S/S	-	-
fear dearc	46,47	60	3.8	S/S	-	-
fuath	46	80	3.8	S/S	-	-
gan ceannach	53	20	3.8	S/S	3%	-
ghostly blade	68	99	3.8	S	1%	Soc.
ghostly Midgard invader	44	20	3.8	S/S	-	-
ghostly Midgard invader	43	20	3.8	S/S	-	-
ghostly parthelonian berserker	63	100	2.5	S/S	10%	Soc.
ghostly parthelonian champion	65	100	3.5	C/C	15%	Soc.
ghostly parthelonian elite	65	100	3.0	*/*	10%	Soc.
ghostly parthelonian guard	60,61	100	3.0	S	5%	Soc.
ghostly parthelonian wizard	65	100	3.8	C	5%	Soc.
giant lusos	58-61	30	4.0	C/S	-	-
goborchend	46-48	80	3.8	C/C	4%	Call
goborchend gasher	52-54	80	3.8	S/S	4%	Call

MOB	LEVEL	AGGRO	ATK SP	ATTACK	EVASD	SOC/CA
goborchend piercer	50-53	80	3.6	T/T	4%	Call
goborchend wanderer	54,56	80	3.8	T/T	4%	Call
granny	48-50	5	3.8	S/S	-	Soc.
Granny Grain	50	5	3.8	S/S	-	Soc.
graugach	32,33	-	3.8	C/S	-	-
gragan	46,47	-	3.8	C/S	-	Call
Gron	47	-	3.8	C/S	-	Call
grovewood	38-40	-	3.8	C/S	-	Call
hillock changeling	36,37	30	3.8	C/S	-	-
inlet crab	38,40	-	3.3	S/S	-	-
juvenile megafelid	38	-	3.7	S/S	-	-
levian	60-61	30	3.8	S/S	-	-
levian-al	50-54	50	3.6	S/S	-	-
logherly man	46	5	3.8	C/S	-	-
Lunkeen Tracker	55	99	3.2	T/T	5%	-
Malandra	60	-	1.0	C	-	-
mangled troll invader	45	20	3.8	S/S	-	-
megafelid	40,41	60	3.5	S/S	-	-
mindworm	57-59	20	3.8	C/S	-	-
Overlord Yano	72	99	3.8	T/S	1%	Soc.
phaeghoul	37-39	60	4.0	S/S	-	Soc.
possessed adventurer	57-65	99	3.8	S	1%	Soc.
Princess Jennea	72	99	3.8	S	1%	Soc.
Quietus	53	20	3.8	S/S	3%	-
Quinlan	53	80	3.6	T/T	4%	Call
rage wolf	32	80	3.5	T/S	1%	Soc.
sett dweller	30	-	3.8	S/S	-	Call
skeletal dwarf invader	43	20	3.8	S/S	-	-
Sloan	48	80	3.8	C/C	4%	Call
spectral Briton invader	43,44	20	3.8	S/S	-	-
squabbler	30	-	3.7	T/S	1%	-
Taman	62	30	3.8	S/S	-	-
torc	35,36	-	3.8	S/S	-	-
torcan	31	-	3.8	S/S	-	-
undead Briton invader	44	20	3.8	S/S	-	-
voracious pike	28,30	10	3.1	T/S	-	-
white boar	41	-	3.8	S/S	-	-
Yrial	51	-	3.8	C/S	-	Call



**Spider
Squishing.**



Mount Collory

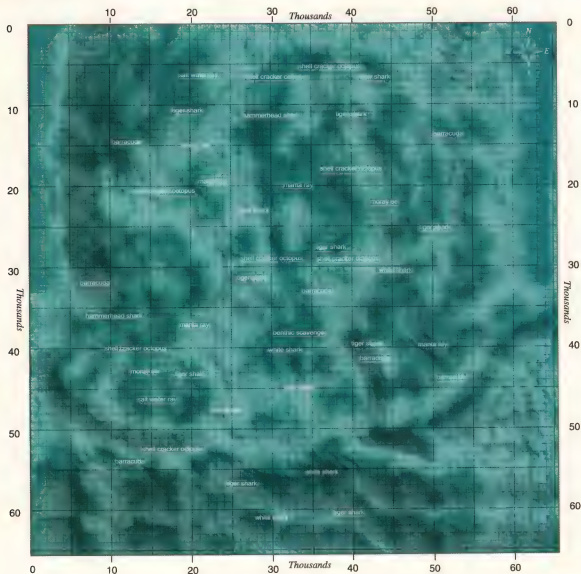
MOB	LEVEL	AGGRO	ATK SP	ATTACK	EVASD	SOC/CA
Address Hunt	56	-	3.0	S	-	Call
Aendar	59	-	1.0	S	5%	Call
Aineal	38	-	1.2	C	-	-
amadan touched	30-32	70	3.9	S/S	-	-
Angry Sett	24	100	2.7	S	-	-
Anord	31	30	3.7	T/S	-	-
Ardeila Bone	58	-	3.0	S/S	5%	Call
aughisly	31-33	50	3.8	S/S	4%	-
banished wolf	65	-	4.0	C/S	15%	Soc
bird-eating frog	22	-	3.8	C/S	-	-
Blagda Dreytus	56	-	3.0	S	-	Call
bocallthe	27	-	3.8	S/S	-	-
bodach	31-32	80	3.8	C/S	-	Call
boggie man	34	30	3.8	C/S	-	-
Broderic O'Dayle	56	-	3.0	S	-	Call
Broderick	56	-	1.0	C	-	Call
Bryson	59	-	3.0	S	-	Call
Cailestro	60	-	1.0	C	-	-
Carafathach	35	-	3.8	C/S	-	-
Carinan	50	-	3.0	*	-	-
Cidric Wade	58	-	3.0	S	-	Call
cliff hanger	39	-	3.8	T/S	-	-
Clonar	60	-	1.0	S	-	Call
clunacyn	22	1	3.8	C/S	-	-
Calm Byne	59	-	3.0	S	-	Call
corpan side	39-41	60	3.8	T/S	-	-
Cubby	24	-	3.8	S/S	-	Call
curmudgeon puggard	40	80	3.8	T/S	2%	Call
curmudgeon scrapper	40-43	80	3.7	T/S	3%	Call
curmudgeon wander	34-35	80	3.8	T/S	-	Call
Daena	59	-	3.0	S	5%	Call
Daer Donovan	56	-	3.0	S	-	Call
Dana Meadow	59	-	3.0	S	-	Call
Daniel Shan	57	-	3.0	S	-	Call
Daughter of Medb	46	1	3.5	S/T	3%	Call
deamhan hound	41-42	50	3.3	T/S	-	Soc
Delina	55	-	1.0	C	-	Call
Delroy	56	-	1.0	C	-	Call
Deor Shan	57	-	3.0	S	-	Call
Diedre Hatcher	56	-	3.0	S	-	Call
diseased parthelonian	37-38	70	3.8	C/S	-	Soc
Dookmistress of Mount Collory	50	-	3.0	S	-	-
Dodger	33	-	3.8	S/S	-	Call
Donald	59	-	3.0	C	-	Call
Druid	65	-	2.0	S/S	4%	Call
Eldrich	65	100	2.0	S/S	4%	-
Eleana Pinecrest	56	-	3.0	S	-	Call
Elenda	59	-	1.0	S	-	-
emphyean elder	41-44	-	3.9	C/S	-	Call
emphyean guardian	34-38	-	3.5	S/S	6%	Call
emphyean overseer	37-39	-	3.4	S/S	8%	Call
emphyean sentinel	26-29	-	3.6	S/S	4%	Soc
Eugar	36	30	3.6	T/S	-	-
evanescer	33-35	30	3.6	T/S	-	-
faehoul	34-36	60	4.0	S/S	-	Soc
faene badger	33	-	3.8	S/S	-	-
far damg	46-48	60	3.8	C/S	-	-
far doracha	53-62	80	3.1	T/T	-	-
far iath	52	80	3.2	C/S	-	-
Farisa	60	-	1.0	C	-	Call
fee lion	25-27	30	3.5	S/S	3%	-
festeering parthelonian spirit	40	99	3.9	C/S	-	Soc
forest grazer calf	1	-	3.8	C	-	-
fuath	46-47	80	3.8	S/S	-	-
Garan Horne	56	-	3.0	S	-	Call
Gecym Green	58	-	3.0	S	-	Call
Gerard	59	-	3.0	S	5%	Call

MOB	LEVEL	AGGRO	ATK SP	ATTACK	EVASD	SOC/CA
Gerran	58	-	1.0	S	-	Call
ghostly celt	65	100	3.0	S/S	10%	-
ghostly elf	65	100	3.8	C	-	-
ghostly finbolg	65	100	3.0	S/S	10%	-
ghostly lurkeen	65	100	3.8	T/T	10%	-
ghostly parthelonian champion	58	1	3.0	C/C	15%	Soc
ghostly parthelonian guard	60	1	3.0	S	5%	Soc
ghostly parthelonian guard	61	1	3.0	C	-	Soc
ghoulie	20-21	70	3.7	S/S	-	Call
giant ant	21-23	-	3.8	T/S	-	Call
giant beetle	20-21	5	3.8	T/S	-	-
grauagach	32-33	-	3.8	C/S	-	-
greater luch	25	-	3.8	T/S	3%	-
greater zephyr	33	1	3.7	S/S	2%	Soc
grovewood	38-40	-	3.8	C/S	-	Call
Guadalach	34	60	3.6	S/S	-	Soc
Guardian	65	100	2.0	S/S	4%	Call
Gweaghr Green	56	-	3.0	S	-	Call
Hastener	1	-	0.0	-	-	-
Hatred	50	80	3.8	S/S	-	-
hillock changeling	35-37	30	3.8	C/S	-	-
Hunter	65	80	3.1	T/T	-	-
ire wolf	25-27	50	3.5	T/S	1%	Soc
irewood	29-31	80	3.8	C/S	-	Soc
irewood sapling	21-22	30	3.8	C/T	-	Soc
Irusan	49	60	3.5	S/S	-	-
Jeanu Flyght	60	-	3.0	S	-	Call
Jeffrey Walker	57	-	3.0	S	-	Call
Justin	56	-	1.0	S	-	Call
juvenile megafelid	35-38	-	3.7	S/S	-	-
Lauraine Jensen	59	-	3.0	S	-	Call
Leonyx	58	-	1.0	C	-	Call
leprechaun	48-50	10	3.6	C/S	10%	-
lesser sylvanshade	1	-	3.8	S	-	-
Lord Zuill	72	100	2.8	T/T	20%	Soc
luch catcher	28	1	3.7	S/S	1%	-
luch hunter	34	1	3.6	S/S	1%	-
lugradan	27-30	30	3.8	S/S	5%	-
lunger	1	-	3.7	C	-	-
Lurkeen Tracker	55	99	3.2	T/T	5%	-
lund changeling	26-28	80	3.8	C/S	-	-
Mathair	46	-	3.7	S/S	-	Call
megafelid	40-42	60	3.5	S/S	-	-
Meryl	57	-	1.0	S	-	Call
marghoul	33	60	4.0	S/S	-	Soc
marmatire witch	26-27	90	3.0	S	-	Call
mountain mephit	20-23	30	3.8	C/C	1%	-
Oak Man	43	-	3.8	C/S	-	Call
One	39	60	4.0	S/S	-	Soc
Owin Byne	58	-	3.0	S	-	Call
Pendri	56	-	1.0	C	-	Call
phaeaghaul	37-39	60	4.0	S/S	-	Soc
poakha	33	50	3.7	C/S	3%	-
rage wolf	31-32	80	3.5	T/S	1%	Soc
Ranger	65	100	2.0	S/S	4%	Soc
river scrag	32	70	4.0	C/S	-	-
rock guardian	21-22	-	3.8	C/S	-	-
Scuab	38	-	3.7	S/S	-	Call
Seamus O'Dayle	57	-	3.0	S	-	Call
Sean O'Dayle	58	-	3.0	S	-	Call
sett dweller	27-31	-	3.8	S/S	-	Call
sett matriarch	41	-	3.7	S/S	-	Call
sett matron	35-38	-	3.7	S/S	-	Call
sett protector	32-33	60	3.6	S/S	-	Soc
sett youngling	20-24	-	3.8	S/S	-	Call
Sevani	59	-	1.0	S	10%	Call
Sidna Wade	58	-	3.0	S	-	Call



siog raider	37	80	3.4	T/S	—	Call	torc	34	—	3.8	S/S	—	—
siog seeker	30,31	80	3.6	S/S	4%	Call	torcan	31	—	3.8	S/S	—	—
siog waylayer	26,27	80	3.6	T/S	5%	Soc.	tormented parthelonian spirit	40	99	3.9	C/S	—	Soc.
skeletal champion	63	100	3.0	S/S	10%	Soc.	Two	41	60	4.0	S/S	—	Soc.
skeletal guard	63	10	3.8	S	1%	Soc.	uneathed cave bear	50	50	3.5	C/S	—	—
skeletal guard	60	100	3.0	S	4%	Soc.	vanisher	26–29	30	3.7	T/S	—	—
Sorny Grove	61	100	3.8	S	1%	Soc.	Verlyn	50	—	3.2	C	—	—
spaghul	56	—	3.0	S	—	Call	voracious pike	28,30	10	3.1	T/S	—	—
spraggonale	40,41	60	4.0	S/S	—	Soc.	walking rock	24	—	3.8	C/S	—	—
squabbler	21–23	10	3.7	S/S	—	Call	Wania	57	—	1.0	C	—	Call
streaming wisp	28	—	3.7	T/S	1%	—	white boar	40,41	—	3.8	S/S	—	—
Teddy	22–24	—	3.8	S/S	4%	Soc.	wrath spate	28	80	3.4	T/S	—	Soc.
	59	—	3.0	S	5%	Call	zephyr wraith	29	60	3.3	T/S	8%	Soc.

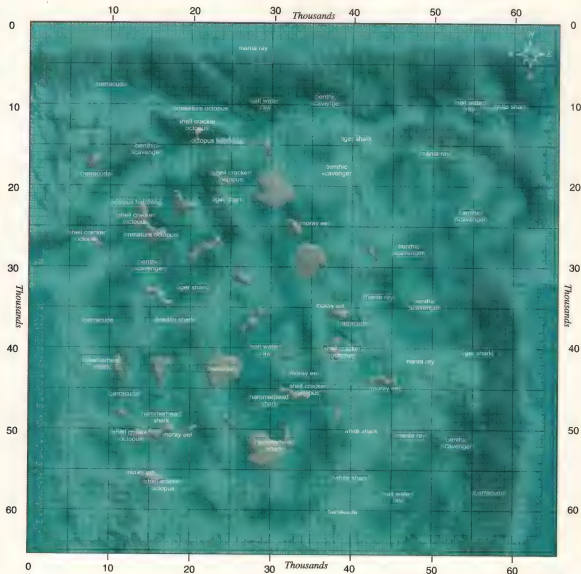
Irish Sea



MOB	LEVEL	AGGRO	ATK Sp	ATTACK	EVASD	Soc/CA
<i>barracuda</i>	40-44	10	3.1	T/S	-	-
<i>benthic scavenger</i>	55,57	-	3.3	S/S	-	-
<i>hammerhead shark</i>	48,50	90	2.8	S/S	-	-
<i>immature octopus</i>	40	-	3.8	C/S	-	-
<i>manta ray</i>	46-50	5	2.9	T/S	5%	-
<i>moray eel</i>	42-46	99	3.8	T/S	10%	-

MOB	LEVEL	AGGRO	ATK Sp	ATTACK	EVASD	Soc/CA
<i>octopus hatchling</i>	38	-	3.8	C/S	-	-
<i>salt-water ray</i>	44-48	50	3.7	S/S	-	-
<i>shell cracker octopus</i>	46,48	-	3.8	C/S	-	-
<i>tiger shark</i>	46,48	90	2.8	S/S	-	-
<i>white shark</i>	52,54	90	2.8	S/S	-	-

North Sea



MOB	LEVEL	AGGRO	ATK SP	ATTACK	EVASD	SOC/CA
<i>barracuda</i>	40-44	10	3.1	T/S	-	-
<i>benthic scavenger</i>	55,57	-	3.3	S/S	-	-
<i>deadfin shark</i>	46	80	3.0	S/S	20%	-
<i>hammerhead shark</i>	48,50	90	2.8	S/S	-	-
<i>immature octopus</i>	40	-	3.8	C/S	-	-
<i>manita ray</i>	46-50	5	2.9	T/S	50%	-

MOB	LEVEL	AGGRD	ATR SP	ATTACK	EVASD	Soc/CA
<i>moray eel</i>	42-46	99	3.8	T/S	100%	-
<i>octopus hatchling</i>	38	-	3.8	C/S	-	-
<i>salt-water ray</i>	44-48	50	3.7	S/S	-	-
<i>shell cracker octopus</i>	46,48	-	3.8	C/S	-	-
<i>tiger shark</i>	46,48	90	2.8	S/S	-	-
<i>white shark</i>	52-54	90	2.8	S/S	-	-

Passage of Conflict

Midgard

To Summoner Hall

Empty Storeroom

Arrow Merchant

Arrow Merchant

Accursed Plunderers

Redeemed Magicians

Arrow Merchant

Accursed Brigands

Accursed Brigands

Accursed Brigands

Accursed Brigands

Accursed Brigands

Accursed Brigands

Accursed Brigands

Accursed Brigands

Accursed Brigands

Accursed Brigands

Accursed Brigands

Accursed Brigands

Accursed Brigands

Accursed Brigands

Accursed Brigands

Accursed Brigands

Accursed Brigands

Accursed Brigands

Accursed Brigands

Redeemed Outlaws
Arrow Merchant

Exit to Jantland Mountains

Doomed Brigands

Dead End

Accursed Raiders,
Plunderers, Fanatics

Dead End

Accursed Raiders

Exit to Breilne

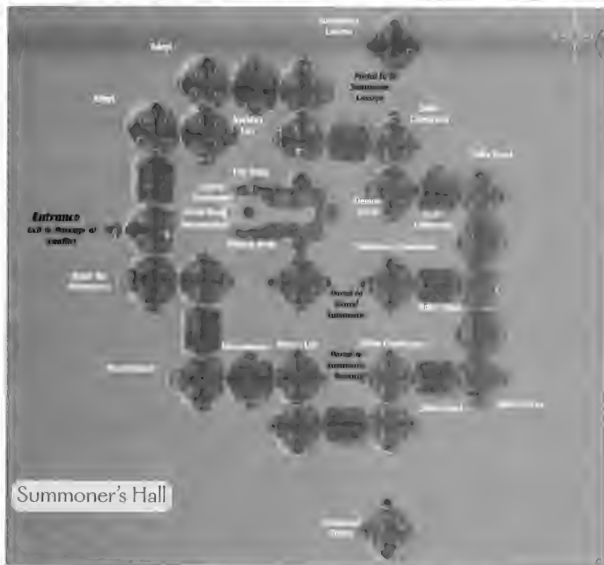
Hibernia

Albion

Exit to Pennine Mountains

Accursed Hounds,
Raiders, Brigands

MOB	LEVEL	AGGRO	ATK SP	ATTACK	EVASD	SOC/CA	MOB	LEVEL	AGGRO	ATK SP	ATTACK	EVASD	SOC/CA
accursed brigand	58	50	2.9	T/T	-	-	guardian wolhound	54	100	2.5	S/T	-	Soc
accursed hound	49	100	3.0	S/S	-	-	Lieutenant Khalus	60	100	3.0	S/S	-	Soc
accursed marauder	56	50	2.9	T/T	5%	-	Lord Oar	70	100	3.0	S/T	5%	Soc
accursed plunderer	56	50	2.9	T/T	-	-	manifestation of fear	50	100	3.0	S/T	5%	Soc
accursed raider	59	50	2.9	T/T	-	-	manifestation of terror	55	100	3.0	S/T	5%	Soc
barsar of Oar	45	75	3.0	S/S	-	Soc	Oar	60	100	3.0	S/T	5%	Soc
Busiv	72	100	3.0	S/T	3%	Soc	earling	52,53	100	3.0	S/T	5%	Soc
Captain Khalus	65	100	3.0	S/S	-	Soc	plague fiend	50	99	3.4	-	-	-
Commander Khalus	70	100	3.0	S/S	-	Soc	Prince Oar	65	100	3.0	S/T	5%	Soc
condemned outlaw	55	100	2.5	C/T	-	-	redeemed fence	45	75	3.0	S/S	-	Soc
demonic spawn	50	99	3.4	S	-	-	redeemed magician	52,54	100	3.0	S/S	-	Soc
demonic walhound	54	100	2.5	S/T	-	Soc	redeemed outlaw	52,53	100	3.0	S/S	-	Soc
doomed brigand	51,53	50	2.9	T/T	-	-	redeemed soldier	54,55	100	3.0	S/S	-	Soc
doomed fanatic	55	50	2.9	T/T	-	-	Rheton	72	99	4.0	C/C	5%	-
doomed marauder	51	50	2.9	T/T	5%	-	ritualist of Oar	52,54	100	3.0	C	-	Soc
doomed plunderer	53	50	2.9	T/T	-	-	shade	63	99	3.8	S/S	10%	-
doomed raider	55,56	50	2.9	T/T	-	-	watcher	55	99	3.8	S/S	10%	-
Drevaul	72	99	4.0	C/C	5%	Soc	Zilistiphie	78	100	2.0	S/S	-	Soc
follower of Oar	54,55	100	3.0	S/T	5%	Soc							



Summoner's Hall

MOD	LEVEL	AGGRO	ATK SP	DEFENSE	EVASION	SKILL
adept	63	90	3.8	C/S	—	—
An Tiama Kieren	72	50	3.8	—	—	S/S
adept	70	30	3.8	S/S	30%	—
adept	58	30	3.8	—	—	—
deviling	48	99	3.8	S/S	50%	—
An Tiama	71	99	3.8	S/S	50%	—
Mera	67	75	3.8	S/S	—	—
adept	61	75	3.8	S/S	—	—
Nychta	67	75	3.8	S/S	—	—
Phai	51	69	3.8	S/S	—	—

MOD	LEVEL	AGGRO	ATK SP	DEFENSE	EVASION	SKILL
sidhe coimiceair	63	30	3.8	S/S	10%	—
sidhe luan	65	30	3.8	S/S	—	—
sidhe uasal	65	30	3.8	S/S	—	—
summoned demon	50	99	3.5	S/T	—	—
summoned demon	50	99	3.5	S/T	—	—
Summoner Cuinivinda	75	100	3.8	C/C	50%	—
summoned demon	50	99	3.5	S/T	—	—
tortured dead	50	99	3.5	S/T	—	—
undead	51	99	3.8	C/C	—	—

New Frontiers Updates

*Several things introduced in **New Frontiers** since its release, that may affect the way you persecute the war against your enemies. Just to highlight a few of the patch notes from 1.72 that you need to be familiar with ...*

To encourage a more open field combat between keeps that you and your enemy can port into, as well as simplifying the supply chain concept, we have changed the supply chain system so that the three beachhead keeps are the only keeps that have the potential to be teleported to by both the defending and attacking realm.

To encourage a more open field combat between keeps that you and your enemy can port into, as well as simplifying the supply chain concept, we have made the following changes to the supply line system:

If you own either of the keeps closest to your border keep and its four towers, you can port to it. These keeps are Dun Scaithag and Dun Ailinne for Hibernia, Fensalir Faste and Arvavr Faste for Midgard, and Caer Renaris and Caer Hurbury for Albion.

If you own either of the keeps closest to your border keep (listed above), and your realm's island keep and its four towers, then you may port to your realm's island keep. The island keeps for each realm are as follows: Dun nGed (Hibernia), Glenlock Faste (Midgard), and Caer Boldiam (Albion).

If you own either of the keeps closest to your border keep, your realm's island keep, and your realm's beachhead keep and its four towers, then you may port to your realm's beachhead keep. The beachhead keeps for each realm are as follows: Dun Crauchon (Hibernia), Bledmeer Faste (Midgard), and Caer Benowyc (Albion).

If you own either of the keeps closest to your border keep, your realm's island keep, and your realm's beachhead keep, then you may port to any enemy coastal keep that your

realm captures (provided that your realm also controls all four towers of the enemy coastal keep).

You can never port into your realm's three non-beachhead coastal keeps. The non-beachhead coastal keeps for each realm are listed below:

Albion

Caer Berkstead, Caer Erasleigh, Caer Sursbrooke

Hibernia

Dun Crimthain, Dun Bolg, Dun daBehnn

Midgard

Nottmoor Faste, Blendrake Faste, Hlidskiaf Faste

You can never port into the enemy's three inland keeps. The inland keeps for each realm are listed below:

Albion

Caer Boldiam, Caer Hurbury, Caer Renaris

Hibernia

Dun nGed, Dun Ailinne, Dun Scaithag

Midgard

Glenlock Faste, Fensalir Faste, Arvavr Faste

The three beachhead keeps are the only keeps that have the potential to be teleported to by both the defending and attacking realm.

Furthermore, the place that you keep an enemy relic has changed as well. You no longer store an enemy realm's relics in your own relic keep when you capture them, but rather you place the enemy relic in one of your own keeps in your frontier. This makes it easier to retrieve the

relic if you should lose it, however it also means much more vigilance on the part of the realm that holds the relic. A Keep may only hold one relic, so if you have all four enemy keeps, that means four of your own keeps will need to be defended particularly stoutly.

One last note in regards to the New Frontiers; realm ranks have been extended all the way to Realm Rank 12 (Level 0). Not only do you get additional realm points and skill advances for reaching these levels, but you also get a title that your realm mates can see.



RvR NOTES

Passage of Conflict

By Shaun "Ranorian" Bennett

The *New Frontiers* expansion introduced a new Realm vs. Realm dungeon to the game. This dungeon, known as the Passage of Conflict, has entrances in the Albion, Midgard and Hibernian frontiers. The passage offers a bunch of different goodies for players, including single-line respect stone drops (these stones allow you to retrain any one skill), artifact leveling (all artifacts level up in this dungeon), and the possibility of some RvR action.

But as you might guess, it's not that easy to stay alive in the passages. The best thing to do is bring a good, solid group inside and quickly work your way through the entrance monsters deeper in. That way, if an enemy group comes up behind you, it's possible to use the monsters as a sort of living shield and early warning system.

It's not always possible to gather up a group, but soloing and small group success is certainly possible, if you're careful. When you're in a smaller group, use the same tactic of getting past the entrance monsters, but stay away from the higher-level areas of the dungeon ... especially the bosses of each Realm's area.

Speaking of bosses, each realm's "wing" of the passages has a large, powerful monster somewhere inside it. Killing them usually results in some high-level equipment, and some of the weapons have very unusual procs and "glowy" effects.

Back to soloing. I frequently run solo in the Passages, and have managed to glean quite a few Realm Points from it, not to mention amazing battles with some very tough opponents. As a soloer, you have to know your class inside and out, and have total control over all your abilities. In my case, this means knowing exactly what my styles can do. Meaning that one of my styles in the Evade style chain has

a 99% snare on it. So if I'm low on health in melee combat, I can evade, hit the snare, and sprint off to heal.

Little things like that can win battles for you, so check your style list and delve the icons (right-click on the Style icon, then hit **Shift** **I**) to delve) to find out if you have any snares, stuns or other effects to use. Also try to learn the enemy classes, and be able to quickly figure out what class you are facing in battle. Knowing the difference between classes can give you an idea of what to expect in the battle, and how to react.

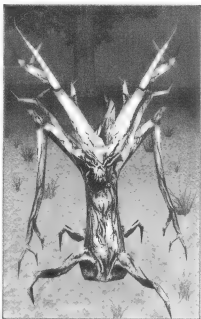
If you invested time in the Master Levels of *Trials of Atlantis*, many of the abilities there can give you a huge edge in combat. For solo combat, I chose the Battlemaster line on my Friar. With the line you gain an Endurance-sapping style, a Power-sapping style, and eventually a style that can remove a random buff. All are very useful when soloing, especially in a dungeon with twists and curves.

A word about entrance camping. (*Entrance camping* is typically defined as hanging out inside the entrance of the Passage of Conflict and waiting for people to zone in.)

There's not a whole lot you can do stop people from camping the entrance, aside from coming in with about fifty buddies and steamrolling the campers. My best advice would be to avoid the entrance when it's camped, and instead tramp over to a different realm's entrance and work from there.

Speaking of other realms' entrances, hiding out along the pathway to the dungeon entrance can be a fun way to surprise an enemy on his way to hunt the passages. Every time you make a kill it's a good idea to move to a different area (this holds true inside the dungeon also), to avoid being tracked down and steamrolled by a larger force.

Overall, the Passage of Conflict is one of the more fun and interesting places to visit in *Dark Age of Camelot*. It can be exciting and very rewarding, and should not be missed!



Darkness Falls

By Shaun "Ranorian" Bennett

Darkness Falls is a dungeon that could be placed somewhere in between the Passage of Conflict Realm vs. Realm dungeon, and the regular, non-instanced dungeons. The Falls changes hands between the three realms depending on who owns the most keeps out in the Frontier zones. Towers do not effect the ownership of the Falls.

The Falls is a massive place to explore, filled with monsters from Level 10 to Level 75-80. From each of the realm's starting points, the lower you go down, the higher the mobs' level. When you first zone through, you'll have to jump down a bunch of massive steps, placed there to keep enemy players from getting to people zoning into the Falls. That's because enemy players can and will attack you in Darkness Falls, especially stealthers. More on that later. After the stairs, you pass a portal to exit the dungeon, and then the imp merchants. These merchants are similar to the arulite merchants, in that they don't accept regular coin. They take Emerald, Sapphire and Diamond seals. All of those seals drop from slain monsters in Darkness Falls, and the level of the seals go up with the level of the monsters. Monsters from Level 15-30ish drop the Emeralds, Level 35-45ish drop the Sapphires, and 47+ drop Diamond seals. When you trade the seals in, you can buy various levels of equipment. Emeralds are excellent for 25-35, Sapphire equipment is about 35-45, and the Diamond equipment can take you from 45 to 50.

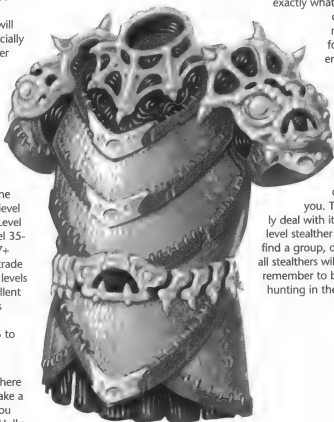
Some of the best "cash farming" spots in the game can be found here — areas where it's possible to make a platinum piece in one sitting if you work hard enough. The Umbral Hulks and the Inquisitor monsters in the deep areas of the falls drop gold, but more importantly lots of Diamond

Seals. The seals usually sell for 10 gold apiece, so a stack of 100 of the Diamonds will usually sell for 1 platinum piece! And if you go deeper, "named" mobs start showing up, like the Dukes and Highlords. Even deeper is Legion ... don't even think about trying for him with less than eighty players, Legion is not to be trifled with.

When the dungeon changes hands, the defending realm typically holes up in a specific place and holds out against the new owners of the Falls as long as possible. This can lead to some really crazy fighting, and the twisty hallways and highly aggressive monsters make it even more exciting. If you think there is an enemy force left somewhere in the Falls, send out a network of stealthers, and if possible start a chat group or battlegroup to coordinate attacks with other players in the dungeon. Don't go charging

down through the falls without knowing exactly what's up ahead, or you could be in for a nasty surprise in the form of a hidden enemy group.

Also, be aware that if you're leveling in there with a character below 50, there is a good chance an enemy stealter will decide to eliminate you. The only way to really deal with it is get another high level stealter from your realm, find a group, or leave the area. Not all stealthers will "gray kill," but remember to be careful while hunting in the Falls.



Do Unto Others Before They Do Unto You!

LIVE LONG AND PROSPER IN RvR

RvR can be both the most exhilarating and the most frustrating experience in **Dark Age of Camelot**. No one can put together a comprehensive guide of tactics that will guarantee you'll pick up a million realm points in a night, or that you will never die to the enemy. Your enemy is another human being, and they have a nasty tendency to come up with new and innovative ways of killing you! The only thing to do is offer a few tips, hints, and advice. Using all of these together, it will not make you invulnerable, but it will help you in many circumstances.

One small caveat about the advice – this mostly works in small groups and solo. When you get into taking keeps and having large-scale battles, all bets are off. The fog of war gets too thick in large scale maneuvers, so the only advice I can give there is keep your mouth shut, keep your eyes open, and follow the designated leader.

HUNTING ON THE EDGE

First of all, many people enjoy hunting for experience in the frontier, but then they are surprised when an enemy comes up and kills them! Well, live with it! As a matter of fact, the enemy may take the opportunity to kill you while you are weak, and even inflict an experience loss death on you. It's war! However, there are a few things you can do to protect yourself if you must hunt out in the wilds of the frontier.

We are all used to leaving behind useless loot, the stuff that weighs a ton and is worth just a few coppers. This is virtually a beacon to the enemy. Quite often they can track you to your hunting spot just by following the little bags. Take the few extra moments to pick up the items, and if they are useless, destroy them. That way if they find you, it's not due to your own stupidity!

NATURAL BORN KILLERS

There are a lot of basic tips that should also keep you alive in the frontier, whether you are hunting monsters or, better yet, hunting other players. These tips are rather basic and generic, and have been mentioned in many places before, but are worth mentioning again.

Keep moving! If you stay in one place, it just makes it easier for someone to track you down. Especially if you are killing enemy players. The enemy will get a nice message on their screen that you are plying your trade, they will most likely ask the recently deceased where they died, and come after you. To die because you are in the same place seems silly to me. Now if you are setting up an ambush, then you may want to stick around for a bit more fun, but remember it's always harder to hit a moving target.



The sixth sense! If you happen upon a large group of dead bodies, you may want to get out of there! First of all, the dead people can still communicate with their friends and will often tell them you are there. Also, the reason most people don't release upon death is that they are waiting for friends to show up and resurrect them or avenge them. Again, you can always set up an ambush for these people when they arrive. Everyone likes a party, right?

Good company. Just like in PvE, the more people out there to support you and compliment your skills, the more successful you'll be. Besides, if there are more of you than them, the odds are you'll be the ones left standing. Speaking of complimenting skills, try to scout out the area. Send someone ahead to look for the enemy. If you want to bait the enemy, send a lower level "soft target"

out to scout. If you want to intimidate them, send out the highest level person that presents the most difficult kill. Also, having a group will definitely intimidate all those snipers and assassins. Speaking of assassins, try to mix your group with stealth and non-stealth. If you can hide your numbers from the enemy, they may be more tempted to attack you. Almost a sort of "in plain sight" type ambush.

Computer Talk. One aspect of this game is that when you come to an area with a lot of textures and polygons, it needs to access your hard drive. Not only that, there can be lag spikes as well in your frame rate. You normally expect this when entering a large city or going to an area

with a lot of people. Well, out in the frontier, if you experience this, it could very well mean a large enemy force about to crest that hill, or coming into your sight bubble range. This could be a good time to run and hide for a bit.

I don't think they are out to get me, I know they are out to get me! That's right, be paranoid! It's much more difficult to kill a prepared enemy than one who is lax or not thinking about getting killed! If you are out in the frontier, watch groups as they hunt, they go through three distinct phases. 1. Ultra paranoid. They are constantly spinning around, looking for the enemy. They pull conservatively. 2. Guarded. They are getting more comfortable, but they still remain on guard between pulls. 3. The experience groove phase. This is when they start to feel comfortable and may even sit between battles. It is during this phase that you strike. They will most likely be confused and caught off guard. Speaking of sitting, just don't do it unless you really *must* regain endurance, power, or health quickly! Just those few extra keystrokes to get on your feet to fight for your life, can end up costing you your life.

THE ART OF WAR

There are two things you can do to help you out in combat against your enemy. Now these require a bit of dexterity and coordination. They are basically what are called "dancing" and "ice skating" for reasons that will become obvious.

Fred Astaire. Dancing is a very basic concept. You stick your enemy and strafe left or right to get behind them. The advantage is that they can't attack you while you are behind them. The biggest disadvantage is that your chances to hit them are lower while strafing. If you run into someone that isn't particularly experienced with PvP combat, this should work quite well. Also, make sure you have weapons that strike quickly. That way, while they spin around looking for you (or just stand there confused thinking you disappeared) you should be able to get a few good hits in. Now if you notice that they continually face you as you spin around them, they have some experience and also are using /stick.

Know thy enemy. Depending on the type of class you are fighting, you may want to try to take advantage of certain aspects of the way they fight to improve your odds. For instance, tanks depend on their endurance a great deal to perform their styles. If you can manage to sprint ahead of them and cause them to use up their endurance, you should only suffer from a few "style enhanced" strikes. Also, if you see them using styles, you can start dancing and ice skating to hopefully get out of the way. Also, if you do manage to wear down their endurance, you may be able to catch them sitting down, thereby giving you that extra

half-second to get the upper hand. One caveat with this tactic; many realm abilities can make this dangerous, and not all that practical at the higher levels. Pet classes have a distinct advantage against stealth classes. Pets still go after stealthed people like a Doberman to a pork chop. Not that I advocate using a flaw, but at this point it has become a widely recognized tactic. Also, archers tend to use up most of their endurance shooting their bow, so you can often start at an advantage to them in that regard. Casters are also easy, since if you have fast weapons, you will interrupt all their attempts to cast on you. Again, all these minor tactics have the disadvantage that many realm abilities can be used to counter them, but when you do find someone who isn't equipped to deal with them, you will be the victor.

Some other basic things to keep in mind – many people will tell you to use the terrain, and most think that means using the trees to hide in and such, but also use hills! Make random turns 90 degrees of your heading to keep your path unpredictable, and do this right after cresting a hill or getting into a deep valley. This can also help you evade the enemy if they are chasing you, especially if the lose sight of you just a moment as you go over the hill and they are still on the other side. This could even set up an opportunity for you to circle around and get them from behind.

The enemy of my enemy is a friend. If you get into trouble, try to use hostile monsters in the area to take care of them. If you have a good faction with a particular type of monster, try to always know where they are. Imagine their surprise when they chase you right into a camp of these nasties and it wipes them out while you get to live. While this may be seen as cowardly, and unsportsman-like, you are walking while they are eating dirt. It's good to have friends.



LARIAN'S WORLD

Now, since I am an archer class, I do have some specific hints and suggestions for being as effective as you can be.

Don't hunt at the same spot all the time. First of all, that violates just some of the basic rules I laid out earlier. Also, everyone has a favorite spot because it offers many special advantages. If you like this spot, you can bet that bad guys will find out about it and they may be waiting for you to show up to start your sniping. Pick odd and unusual spots if you can, and then cycle through them.

Keep an eye on your prey. Resist the urge to shoot right away. Remember the three stages a group goes through that I mentioned earlier? Well, it does you no good to attack someone expecting it, but rather wait until they are not ready for you, and then do what you do best. Also watch out for the lone gray that may be sent out as the sacrificial lamb. Just by watching and observing, you can pick out who is what and make the most of your attack.

The bane of all archers are other archers and assassins. These two classes think the most like you, so they should know all your tricks. That is why you can never be too unpredictable. Also, if they do discover you, the best option is usually to just make tracks and find another place or, better yet, develop your own tactic (like setting up an ambush for them).

This is probably the most important bit of advice here: **Be patient!** An impulsive archer is a dead archer. Sure you may kill one person, but unless you are looking for a trip to your bind point, you will be dead soon. Observe the entire situation if you can before acting.

Blinking. Something that helps you get rid of the guy who is doggedly following you or has you targeted for ranged attacks is to stealth quickly and then unstealth. This will cause them to break their "lock" on you. This is mostly an emergency getaway maneuver, but it comes in handy. Also, if you are attempting to stealth, and you can't, yet you see no one close by, that means an enemy is stealthed near you. You may want to think about moving away as fast as possible, and blink to break their lock if you can, and to know when you are safer.

Speaking of stealth, stay stealthed as you travel, or more specifically camouflaged. Resist the urge to run around with no stealth, even though it is painfully slow. If you absolutely must break camouflage, blink as you run along as much as you can. This may not save you from running headlong into a group of enemies, but at least it will keep that other archer from keeping you in his sights. Also, don't unstealth just for the heck of it. All too often has my death been caused because I unstealthed to blow a kiss to a pretty gray

minstrel or something. (I'm a shameless flirt, by the way.) Use your stealth to your advantage. If you are being chased, and you manage to stealth, don't keep going in a straight line! Make a turn, even as far as to almost head back in *nearly* the same direction you came from (you don't want to run into the guy chasing you, but try to lose him). You'd be surprised at how many people just keep running in a straight line from the point you stealthed at.

Another thing to consider while traveling stealthed, try not to go down the middle of well-traveled areas. If you get run over by an army, if they are right on top of you, someone is bound to uncover you and they will kill you. Being in the middle of the road is just as bad as not even bothering to stealth, and it just took you longer to get to the spot where you will be eating dirt.

SOME COURTESY

Well, I just got through telling you how to kill other people, which isn't really a nice thing to do, but there are some things that get you marked as immature, and in general just an ass. Please don't do these things.

Asshat! You all know what that is. If you do, you move up my list of people who will feel my wrath one way or another. For that matter, don't jump on someone's corpse or repeatedly laugh at them. One laugh of contempt is good form, but to stand there like you are at the "Funny Bone" comedy club is just asinine. Don't repeatedly jump on their corpse to show contempt either. Doing something for a bit to get the message across is fine, but when it becomes obsessive/compulsive behaviour, you start looking like a childish moron.

If you feel the need to bow to your enemy or cry over them, by all means do so, but just like any other action, if overdone, you start to look like a moron. Although, any pretty lasses out there that kill me, I appreciate every kiss, and you can never send too many of those to me!

THE END

Maybe you learned something, maybe I didn't tell you anything you didn't already know, but at least it's all in one place. Many classes have other tactics in RvR that are incredibly effective, but remember that nothing will make you invincible and that you *will* die. No matter how skilled you are, there is someone out there that will manage to out skill you and out think you. Not only that, no matter what the favored class of the month happens to be due to the last patch, there will emerge a predator for you. You will die, and die often, but until then, take as many of the enemy with you as you can.

ALBION ZONE NOTES

By Shaun "Ranorian" Bennett, with Lower Crypt notes by Christina "Mirialde" Townsend

The Abandoned Mines

The Abandoned Mines is one of the more complex zones in **Catacombs**, but has lots of goodies to explore. First, are the mine carts. By following the old signs, you can take mine carts to any old-world dungeon (This includes The Tomb of Mithra, Keltoi Fogou, Tepok's Mine, Catacombs of Cardova and the Stonehenge Barrows.) Also, you can travel from the Inconnu Crypt to the Glashtin Forges, then into the Underground Forest from there. Several tunnels seem to lead to nowhere, but actually go up to the surface and drop you at various points above ground.

If you simply follow the path after zoning into the Mines from the Inconnu Crypt, you'll come into the main mine

shaft, where most of the quest NPCs, and the portal to the Crypt, can be found. There are also NPCs to talk to along the various tunnels leading from that main shaft, along with several mine car routes. There are a few named monsters down in the tunnels, including Snaggletooth himself, leader of the Snaggletooth faction. He can be nasty, since he's armed with an instant lightning attack and AE stun powers. You'll find him east of West Track Three.

Also of importance in the Mines is the instanced dungeon **The Shafts of the Tenebrae**. This is one of the more complex and difficult of the instanced dungeons, so don't go in here without a healer. You can find the instance by going down the East Track Four from the main mine shaft, and watching for an entrance to your left. Inside the maze of passages, up a few ladders, you'll find the instanced entrance. As you enter, everything seems normal until you set off a trap. These traps don't give you any visual warning, but suddenly you'll keep

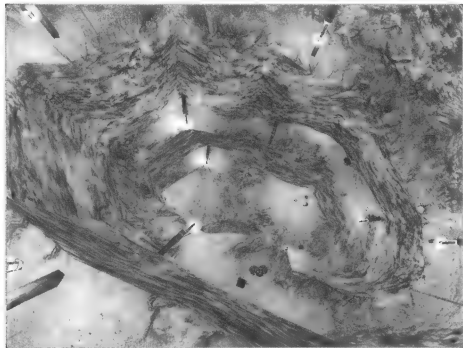
getting pounded by

Tenebrae that seem to come out of nowhere.

The traps set off monster generators, in the form of wispy cloud monsters.

You have to find the generators and destroy them to shut down the flow of monsters. There are five or six generators, all of which must be shut down unless you want to be overwhelmed. Once you shut them down, go deeper to face the boss, a Cabalist with a pet simalacrum and all the nasty spells a player Cabalist would have.

There is a second instanced dungeon in the Mines, the **Lair of the Exiled**.



Deadlands of Annwn

The Deadlands of Annwn is the zone in between the Inconnu Crypt and the Lower Crypt. It's a dark and dank place, but great for people in the 20s, 30s, and even 40s to level up. The monsters have a huge range of levels, so players will need to be very careful about exploring. At the entrance of the Inconnu Crypt are a few dozen NPCs players you can get quests from. There are no supply merchants here, so get what you need in the Inconnu Crypt. In the southwest corner is the zone gate to the Lower Crypt.

The Frontlines

The Frontlines is a high-level zone reached from the northeast corner of the Underground Forest. It is a huge battlefield, with trenches, tents and warring factions. Lots of boss monsters are scattered around, including Mordolf. Mordolf is nasty, since his madness actually separates from him and begins to nuke and life tap you. Don't even try him (them?) without a few buddies. You'll also find Snaekol running around, another boss but not quite as tough. He uses Runemaster area-effect spells, and hits hard in melee.

At the end of the Frontlines is a huge cave network, filled with monsters who have taken on the abilities of Midgard classes. It's difficult to get through, but the rewards from the bosses are well worth it. Among them are Kjellor, Amuth and Josiah the Animator. Kjellor is a straight-up melee fight. Amuth summons five or six orbs to help him once you attack him, so keep mez ready. Josiah the Animator is a different story, and is arguably the toughest of them all. Once you attack, he summons several blue-con skeleton monsters. If you kill one, they multiply exponentially, and nonstop. So once you kill one, you'll quickly find yourself surrounded by fifteen of them. Josiah himself life taps you, and melees. Take him down quickly and his skeleton buddies will die with him.

In the cave network you also find an instanced dungeon, **Snarg's Grotto**, similarly populated with Middle-pow-ered monsters.

Glashtin Forge

The Glashtin Forge is basically a giant maze of corridors and forges, packed with roaming glashtins of various levels. The maps in this guide will prove invaluable here, trust me! The mobs range from Level 15 to 35. At the center of the zone is the impressive main forge, where close to half a dozen boss monsters reside. On each of the four sides of the forge either a forge apprentice or a gargoyle sits on top, and each one drops some excellent weapons/armor/items for Levels 20-35.

The Forge is split into four sections, all meeting at the main forge. In the northeast is the entrance to the Underground Forest, while in the northeast is the passage to the Abandoned Mines. As you travel in the southern sections, the monsters start to rise in level, but most are non-aggro so you can travel without being attacked. The exception to this is the gargoyles, who are extremely aggressive.

The main forge is, of course, the most interesting spot in the Forges, and is in my opinion one of the coolest looking spots in the game. There are small doorways at the base of the forge that lead underneath to some of the highest-level monsters in the zone, along with the Forgemaster and his lackeys. Also in here is a portal to the Inconnu Crypt — great for when things aren't going your way and you need a quick trip out!

The Smelting Pot is an instanced dungeon that lies south of the main forge room.

Forges of Flame is an instanced dungeon that lies east of the main forge room.

Inconnu Crypt

This is the main city of the Inconnu's realm, an excellent starting place for any level of player. The town hall in the center holds trainers for each class, and arulite merchants. Circling the fire pit in the middle are various crafting tables for all the crafting paths. Also in the city hall are name and guild registers, a smith, an enchanter, a recharger and a vaultkeeper. In the west section of the city are the mercantile quarters, full of merchants who sell armor and weapons up to about Level 30. Master trainers and supplies for all the crafting paths are also in this area, slightly to the south of the weapon and armor merchants. A bindstone with a healer standing by is stationed in between the town hall and the merchants. From the Inconnu Crypts, you can travel south to the Roman Aqueducts and the Abandoned Mines, and north to the Deadlands.

Lower Crypt

Reach the Lower Crypt through a door at the southwest corner of the Deadlands of Annwn. Upon entering, you recognize the architecture of the upper Inconnu Crypt. Blue lamps illuminate the granite walls, but they're cracked and crumbling. There are no friendly faces here. The water has dried up in the channels — dive at your own risk.

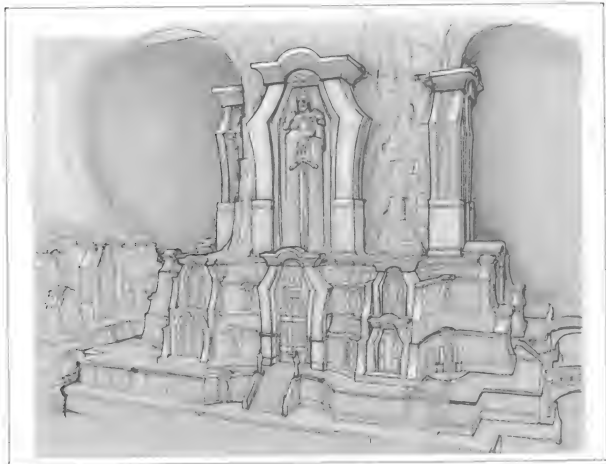
Taking a left from the doorway, just beyond a boulder are the undead Inconnu Thranok and his minions. Thranok is approximately Level 40, and has no tricks up his sleeve. He'll melee you, alternating between a sword in his right hand and the bare knuckles of his left.

(Thranok is part of a Level 43 quest, Dark Discoveries. This quest is obtained from Isalith in the Inconnu Crypt.)

Past Thranok, an open door on your left leads into a small room called Isalith's Laboratory. Inside are more haunted animators, lieutenants and veterans, and jade simulacra, approximately Levels 25-35. A door at the far side of the room leads to another of the same. This room is empty except for three wooden chests. These are also part of the Dark Discoveries quest that involves Thranok.

Continuing on, you find monsters of increasing level. Added to the roster are the haunted deathseeker and master spy, and the tortured hound, 35-40. Money is plentiful in this place, ranging from 50 silver to 2 gold per monster. This only gets better as you move on.

There are dead ends to the left and straight ahead. To the right you spy in the distance what appears to be a pulsing band of lava streaming from the ceiling to the upper floor. More of the same mobs line each side of the channel and congregate at the end.



Your next left finds you staring down at another gob of molten rock, as well as a new mob — the haunted underworld knight. He is also in the 35-40 range, and he's not happy to see you. Beyond the knight are more, equally unpleasant faces. These belong to the haunted entrancer, haunted hawkkeye and conspiring warrior.

A right turn takes you to a staircase. This leads up to a platform, guarded by monsters of the "conspiring" type, 35-40. Also on this platform is everyone's favorite teleportation device: an obelisk. Just off the platform to the south-east is a pair of friendly inconnu, Algune and Gerivale.

Along the channel to the east of the obelisk, you find an undead inconnu of approximately Level 35. His name is Lomer, and like most crypt-dwellers, he's aggressive. He's surrounded by haunted deathseekers and haunted veterans of comparable level. If you kill him, clear out quickly unless you want to do it again.

Following the channel to the northeast, you find a wide variety of monsters ranging from 35-50. To the north is a long alley, where blue orbs float in aimless patterns overhead. These are torchlights, Levels 40-50.

The first door on your left takes you into a room of demented master infiltrators and dark knights, and conspiring warriors, 40-55. None of them want to be friends.

Across the channel is the lair of Givaltin, Level 51-60. At his command are conspiring warriors, conspiring black hands, conspiring master spiritists and conspiring centurians. These range from 40-50. Givaltin is confined to this room. He'll melee you, but if you drag him into the hallway, he will teleport to the back of the room and recruit some of his minions to help. If you kill him, these will die as well.

Past Givaltin, presiding over the torchlights and standing in the middle of the hall is Hildano, 51-60. His fighting style is melee, but he periodically summons one of the torchlights to explode on you. It hurts. Hildano will drop three items — armor, weapons and/or jewelry.

On the upper level of the hall, on your left is a protruding door. This is the entrance to the **Realm of the Damned** instanced dungeon.

Taking a westward turn at the obelisk, you encounter the conspiring centurian. He's approximately Level 45, and is not to be trifled with. He wields a hammer, and it hurts.

An open door to your right leads to a room full of monsters ranging from 50-55. This room opens up on the other side, where you can re-enter the crypt channel. There is a staircase directly to your left, where there are more of the same demented monsters — only more

powerful. These run through Levels 51-60. Here and there are sprinkled Level-35 gargoyles and less demented, albeit just as angry, undead inconnu.

Directly across from these you reach a dead end, populated by more of the "demented," Levels 45-60.

A northward turn takes you in the direction of the Underground Forest. On the way you meet more monsters of the "conspiring" type, Levels 35-50. You also find a door broken open on the lower platform. Inside are monsters of approximately Levels 60-70, the demented sorcerer prime and demented master scout.

Continuing along the channel, you find a large door at the top of a staircase on your right. This leads out of the crypt and into the Underground Forest.

Roman Aqueducts

The Roman Aqueducts is the transition zone between Camelot City and the Inconnu Crypt. This is the main entrance to the Crypt from above, so expect to see a lot of players running around in here. Lower-level adventurers can find some prime hunting in this zone, from Level 1 fighting against the tenebrous entities, to as high as Level 18-19. The really great thing about this area is that players can go from Level 1-11 on nothing but quests, which makes those levels a lot more fun and interesting.

Near the entrance to the Inconnu Crypt lies the Plutonian Temple. A huge statue of the heathen god Pluto stands in the center of the shrine, guarded fiercely by his Priestess and her fanatical temple guards. A good group of Level 15-16 should have no problem here, or a Level 20 soloer.

Fairly close to the entrance of the Aqueducts you can find the **Snyblem's Lair** instanced dungeon (See map on page 25 for the exact location). The dungeon is actually higher level than the surrounding mobs, so a player around Level 18-23 should be able to find a challenge in the Lair. Remember, instanced dungeons increase in level as your group expands, so you can either solo or group at those levels in the dungeon. The Lair is populated with more plutonians, which vary from spellcasters, to healers, to melee classes. If it has a staff, odds are it's going to cast something nasty at you. The boss at the end is Snyblem (surprise), and he seems to be a simple melee mob for the first few seconds of the fight, then he opens up with damage spells. He cannot be interrupted in his casting, so the best strategy is simply to try to kill him as quickly as possible, and keep a good Cleric nearby for heals.

Be warned: Outside Snyblem's Lair is a Plutonian named Hulen. He won't touch you unless you aggravate him, but if you do he'll turn you into a giant rat with a Strength / Constitution debuff, followed up by fire damage spells.

Also in the Aqueducts is the **Plutonian Shore** instanced dungeon. More plutonians of course, but higher difficulty than Snyblem's Lair. Many more casters and assassins, and some heavy melee types also. At the end you find Raven, the boss of the Shore, who has most of the abilities of the Reaver class. Insta DDs and lifetaps backed up with a nasty whip keep the fight interesting. But the drops are worth it, such as Level 25 items with damage procs and charged buffs!

Underground Forest

The Underground Forest area is a mist-wrapped maze of huge trees and twisty branches, with monsters ranging from Level 35 to 50 scurrying around and hiding among the trees. In the northwest corner of the zone there is a

small Inconnu camp, where you can pick up quite a few quests, and there's also a portal stone back to the Inconnu City. The entrance to the Glashtin Forges and the Lower Crypt can both be found in the west, while the Otherworld lies in the southeast corner. The Frontlines can be found to the northeast, and if you head straight east from the Glashtin Forges you'll run into Darkspire, the epic Level 50 instanced dungeon. The Underground Forest is really a hub, leading to all the high-end content of Catacombs. It's mostly a leveling zone and a traveling zone, with a few scattered special encounter mobs.

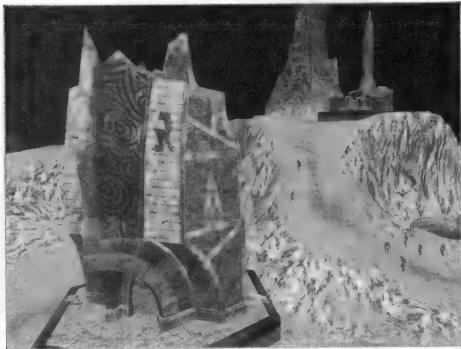
The Otherworld

The Otherworld is a Level 45-50 zone that can be reached by traveling to the southeast corner of the Underground Forest and going through the doorway. The Otherworld is simply teeming with monsters, and while the monsters around the entrance are good for a Level 40ish group or a Level 45ish soloer, go any deeper and the monsters get meaner quickly. Past the entrance it's all Firbolg monsters, who take on the classes and abilities of the Hibernian realm, including Wardens, Druids,

Eldritch, Nightshades, Rangers and others.

In the southeast corner you find a portal stone to the Inconnu Crypt, and a complex series of tunnels filled with various angry Shar monsters. Inside the tunnels are several boss monsters, including Imchath. He's simply a straight melee fight, but still nothing to toy with.

As you travel in the Otherworld, you might come upon the Raving Cabel Channelers, lead by their leader. Before you can take him out, you have to pick off his minions.



The Darkspire

Darkspire is the newest high-level area for players in *Dark Age of Camelot*. Darkspire can be found to the east of the Underground Forest, and is packed with just about the nastiest monsters imaginable. The dungeon is a giant instance, so you can only bring in one group. Make sure you bring the best of the best in here, since the monsters have some truly nasty procs in the first section. Some stun, some cause area-effect damage spells, some cause area-effect damage-over-time spells, and so forth. In the third or fourth room you meet Sir Anfortas, who asks you to clear the way to his lady. Simply plow through the dungeon, but remember that it doesn't really matter if you kill everything, just as long as you get to the end. Along the way you fight three bosses. First is the Bittern, a giant bird who hits with a nasty instant ice nuke. Then comes Pard, who is just straight melee and quite a bit easier. Finally is Scitalis, a giant snake. He hits with an instant damage spell, so make sure your tanks control the aggro.

And the end you come up with Sir Anfortas again, who tries to woo Lady Orguelleus with tales of how he slew all the evil inconnu (the ones you killed). She won't buy it, and orders Sir Anfortas to attack you. Nice lady, eh? He does, but he's relatively easy and drops some nice items. She mutters about never sending a man to do a woman's job, and rushes into battle with you. Interestingly enough, she is a lot harder than Sir Anfortas, but still fairly easy. Both of them are straightforward melee.

After you kill Lady Orguelleus, you'll get a message about giant tumblers unlocking. Go back out of that room and straight through into another passage, leading to a now-open stone door. Welcome to the heart of Darkspire, Darkspire Castle. This place is no laughing matter, considering the monsters are a deep purple con and have all the abilities of the player classes they are named after, including mez, poison, nuke, pets, everything.

Instanced Adventure Wings

General Tips. In *Catacombs*, *Dark Age of Camelot* delves into the world of instanced dungeons. Instancing allows a single player, or a group of players, to enter a special wing of a dungeon created especially for the player or group. There can be an unlimited number of these instances running at once, making searching for hours for a good spot to hunt a thing of the past. When you enter a dungeon, an instance is created for you. If you exit the dungeon, the instance is removed and you have to start over again. While you're in the instance, you can invite people into your group from outside. Once they are in your group, they can zone into your instance of the dungeon instead of creating their own. If you die in an instance, your grave is placed just outside the entrance for easy retrieval.

One of the good things about the instanced wings is that the monsters don't respawn after you kill them. So you don't need to worry about resting in a room you cleared and having a monster repop on top of you. As you travel through, you actually clear the dungeon. There's an extra incentive to these instances also, in the form of greater experience, superb items that drop from bosses, and the arulite gems that drop from all monsters in an instance (see *Arulite*, p. 9).

Catacombs of Cardova

Only one instanced adventure wing in this dungeon, but very worth it. It's filled with Roman legionnaires, similar to the actual dungeon. The instance is called the **Lair of Doom**, and can be found down the left passageway at the first crossroads in the Catacombs. Be very careful as you travel through the dungeon, since the undead Romans hide behind walls and can pop out in unexpected places. The boss in here is Tesserarius Rica, a named legionary. He calls his guard legions once you attack him, so be ready for a large fight.

Keltoi Fogou

Keltoi has two instances. **The Ritual Hall** is fairly close to the entrance, down the right passage a bit. The monsters inside are mostly non-aggro until the last few passages, where the aggressive Banishers are posted. At the end you face Aegina, who looks harmless enough, but

she casts a mean damage-over-time spell, and a root. Also, be careful where you step. Aegina will occasionally summon a flame spell called Cleansing Fire, which shows up as flame spreading on the ground. It hits very hard, so don't stand in one place for too long!

The Betrayer's Den, one of my personal favorite dungeons, is filled with more Keltoid eremites, initiates, banishers, and other assorted Keltoid monsters. The very powerful boss at the end is called Argil the Corrupt. Once you attack him, he will begin summoning Theurgist earth pets, which hit hard and last quite a long time, as well as melee with his staff. Once you finally kill off Argil, the fight is only just beginning. He reincarnates as a super-powerful rock golem who hits like a truck. You're going to need some good healing power to stay alive, or a lot of damage dealers to take him down quickly. Either way, he's a very exciting challenge.

Stonehenge Barrows

Two instances in here, both of which can be rewarding for Levels 40-50. In a room close to the entrance, surrounded by barbarian skeletons, is the entrance to the **Lost Wing**. Lots of undead in this dungeon, but basically straightforward monsters until you reach the boss. The master of the dungeon is Nitaleg, a rather harmless looking piece of goo. Once you attack him, pieces of him split off. While the pieces are there, you cannot damage Nitaleg and instead must focus your attacks on the pieces that break off of him. Once he runs out of pieces, he dies and you win the battle.

The second instanced wing in the Barrows is **Deliah's Sanctuary**. The entrance is on the second level, in between the vigilant souls and the spectral wizards. This one is much more challenging than the Lost Wing, mainly because of the variety of monsters you find inside. Be careful of the skeletal druids — they cast a nasty damage-over-time spell and tend to bring along a few friends when you attack. Also, the Pendragon Ardents are not to be underestimated — if you leave one alone to cast, they can easily wipe your party out. Make sure you lock them down in a battle. At the end, you face High Priestess Deliah, one of the nastier instanced bosses. She stands in a large, circular room by herself. Once you attack her, she sets off several spike traps surrounding her platform in the center of the room. Then she teleports to the sides of the room, dragging you through the spike traps in order to get to her. The key here is that after Deliah ports to the wall, wait a few seconds till the spike trap goes down, then charge across and start beating on her again. This can take a while, so place a good Cleric or Friar in the center of the room or in

the doorway to keep your tanks up and running. It can also be helpful to bring a Theurgist along to sic some pets on Deliah as she ports around the room.

Tepok's Mine

This old world dungeon contains two new instanced adventure wings. To get an idea of the **Goblin's Cookery** level, think about the surroundings. If your character can enter Tepok's Mine and find the instance, odds are your character is the right level for the instance. You can use the same "formula" for groups. The Goblins' Cookery has a small story at the end involving two goblins, Gling and Glong. They hate one another, and it's up to players to decide to help Gling or Glong as they try to bump each other off. Each goblin is a straight up melee fight, no special attacks to worry about.

The second dungeon in Tepok's Mine is the **Beastmaster's Den**. It's slightly higher level than the Cookery, and much deeper in Tepok's. You'll fight a lot of animal monsters in here, and of course goblins. At the end you face The Beastmaster, who has several oversized beast cronies he sends to rough you up if you attack him. Keep the root and mez ready.

Tomb of Mithra

The Tomb of Mithra has two instanced dungeons. First up is the **Hall of Reawakening**, which is in the passages near the Forgotten Promise room of Mithra. Mostly undead monsters in here, but the real challenge is the boss of the dungeon, Thyra the Reanimator. Once you attack her, she will summon four lower-level skeletons to defend her. If the number of skeleton summoned drops below four, she will summon another set of four, so be careful. It's probably best to try to mez or root the skeletons while your main damage dealers beat up Thyra.

The second dungeon is **The Hidden Crypt**, again filled with undead monsters. This one is a little smaller than the Hall of Reawakening, but the level of the instance is higher (the monsters will still change to fit your level or your group's level, but the minimum level is higher). The boss in here is Cynthia the Necromancer, who presents a nasty challenge. Once you engage her in combat, she turns into a shade and summons an undead servant to fight for her. You cannot attack the shade; instead, you have to take out her servant. Cynthia has some nasty tools at her disposal, including Area-Effect Strength and Constitution debuffs, Area-Effect root, and AF debuff spells.

MIDGARD ZONE NOTES

by Doug "Simms" Blakeslee

Abandoned Mines

If you are bored with the Burial Grounds, this is a good place to explore and acquire some very nice quests. And ride the carts. Moving around the tunnels is fairly easy with signs directing you to various locations. Access to all mainland dungeons, the surface world and Glashtin Forge can be found here, with movement facilitated by carts in various spots. The obelisk location is at 23379, 24100 very near the entrance to the Undercity. Next to it is a ramp up, leading you deeper into the mines and potential danger. There are lots of quest opportunities, so talk to everyone you meet. One of the engineers has set up a cart run. Try it and see if you can find right combination to win a prize. It is hard to get lost in the mines, and the distances are not overwhelming if moving on foot or without run speed. Should you need to get to the surface quickly and to the Frontier, there is an exit that comes out in West Svealand, east of Vindsaul Faste.

Most of the foes you will find here are hostile, with a few having aggression issues. They hold little challenge, but can be a nice diversion on the way to your destination. A few large camps can be found scattered about, but if you are looking for XP, moving around will be required. This is not to say that good fights cannot be found, it just requires the knowledge on where to go. Glashtin Forge is a good place for the late teens and early 20s crowd. The Glashtin goblins and their Gargoyles make good pickings for a small group willing to be a bit adventurous. Each room is filled with various evil minions that are begging to be shown the error of their ways, preferably with steel and spells. As a side benefit, there is an exit to the Underground Forest for those who are little stronger and looking for a greater challenge. The half-orc rebels have a lair in the

mines, located at 21790, 35397, suitable for Level 25 to 35. Another instanced dungeon, it fits into the background of the mines and adds a bit of character. Experience and coin flows freely, as does arulite. A small late 20s group can do wonders, leaving much richer in many ways. Don't underestimate arulite gear for equipping your lower level characters as a stop gap measure as you build up gold for crafted gear or waiting for high-end Atlantis arms and armor.

The Burial Grounds

This is the starting area for Catacombs, leading downwards to the Kobold Undercity. A good place to start from Levels 1 to 20: easy to reach critters, all the NPCs give out quests and two instanced dungeons. The entrance is on the side of the lighthouse near the vault keeper.

The Upper Burial Ground is filled with spirits and dark-wood bandits, all of whom are just waiting to fall before you. Layout is simple — a single passage that goes all the way down. It turns at one point, forming an "L," and side



corridors lead down to burial chambers filled with even more spirits. Nothing here is aggressive, so travel is safe. Melee characters will find this area profitable, since they can engage a single target safely. Casters will have to deal with some LOS issues, and if they pull into an intersection the guards may jump in to help. Most of the quests in this area are delivery or kill monster X, none of which are time consuming and give good XP and coin. There is even a stray Firbolg named Bryandrin in one of the burial chambers, though he is reluctant to talk to anyone. This area is good through Level 10, and easy to do with a group or solo. A single instanced dungeon, **Jarlsberg's Hideout**, is here, just east of Bimble the boot maker, designed for four Level 17 players and scaling up from there.

After the Upper Burial Grounds, you reach the Call of Valhalla; a monstrous longship that occupies most of cavern. It is infested and surrounded by more darkwood bandits. It's good for the teens to lower 20s, with lots of open spaces and good pulling camps. Only a few aggressive mobs on the outside, though inside that changes. Bandits will BAF and they tend to be social, so you might occasionally get more than one. Inside the ship, the range is limited and AE can bring more than expected. Quite a few quests lead here, and there are some NPCs worth seeking out. An obelisk near the Upper Burial Grounds entrance allows fast travel to the Kobold Undercity, much like the Djinnis in Atlantis. All you need to do is attune to it and you have instant travel. These obelisks are scattered throughout the zones, providing fast and efficient travel.

Next stop is the Lower Burial Grounds. A smaller area than the previous two, it has a number of quests associated with it. Halfway down is the **Thieves' Den**, the second instanced adventure wing dungeon, also full of Darkwood bandits and a bit higher level than the first one — and more NPCs to hand out quests. There are two side burial chambers on the way with targets, but hunting is better up by the Call of Valhalla. A relatively safe area, should you need to step away from the computer.

The Frontlines

Moving away from the safety of the Kobold Undercity, the next big area is The Frontlines. Getting past the wall will take a bit of sneaking around, swimming through a gate and underwater for a short while. If you have a sojourner that can cast Unending breath, you can avoid the agro by swimming underwater and emerging behind the lines. Past the wall are siege engines, gnom bands and possessed kobolds, and then into the Frontlines.

Starting around Level 30, this is a place if you want a sustained fight. And you will be fighting every inch of the way. The passages are full of foes that are not happy to see you and wish to express that displeasure in a violent way. As you progress, the passages become an alternating array of chokepoints that force you into areas and passages flanked by raised areas with ranged fighters. In some cases you can fight to the side and find passages that parallel the main one, allowing you to avoid your opponents. Traveling alone at lower levels is hazardous, but possible if you are careful. Stealthing past is an option, or a clever person can carve through the foes, thinning out a safe spot.

The passages give way to a large cavern and the Kobold outpost, a nice place to rest from your travels. There is also an obelisk to get you back home quickly if you want. This is handy for quests. It stands to the south of the camp on a small hill. Scattered about the cavern are small camps of possessed kobolds and gnomes, most of whom will be good hunting for the 35-40 range. There's lots of room, and you can see the camps before you stumble upon them. Hunting here will require a bit of movement, as camps are easily thinned out. On the upside, you never have to travel far to find a new group of targets. There is a single exit, leading to more heavily guarded passages and a whole new level of danger.

Kobold Undercity

The final stop before heading into danger is the Kobold Undercity, a place to train, relax, heal and restock. It can be a bit disorienting at first, but that soon passes. You can arrive via an obelisk, which will send you to the center of the city. Or, if coming from the Burial Grounds, you will enter from the upper eastside and get a grand view of the city. Along the way you will see a large statue of a robed kobold, and a hastener. Admire the statue and talk to the hastener.

In the center of the city is a bindstone with healer and an obelisk. This obelisk will allow you move from region to region once you activate the other obelisks, rather than just transport to the Undercity. Trainers and Craftmasters are on the east side of the city on the upper level, easily accessible to all. Near the center, between the bindstone and the obelisk, is a door in a huge pillar. This leads to the vault keeper, guild people and arlute merchants. The last area on the upper level is next to the forges. On the west wall are a series of doors with stained glass windows over them. These house the regular merchants for armor,



weapons and crafting supplies. Two lone dye merchant ply their trade outside the last merchant's door.

Two obvious passages lead out of the Undercity, one to the west and one to the north. The one to the west will lead to a dead end and nothing more. To the north, you have two choices: the high road or the low road. The high road takes you to the Abandoned Mines and the various adventures therein. Taking the low road will lead to the Frontlines and beyond. Like in the Burial Grounds, quests abound if you talk to the various guards and NPCs. Travelers will direct you to various people that give the quests; talk to them often.

Nyttheim

From the Frontlines, you enter Nyttheim. This cavernous area is very crowded and a good hunting spot. The main area has critters ranging from 40 on up, and they are aggressive. If you are solo, picking your way carefully is a good tactic, due to little room to maneuver around. Groups will have little problem moving about. Any opposition will fall beneath the heel of even a small group. Scattered around are various tunnels leading to other dangers. Beware of tunnels that slope downward into a

pit — the occupants are tough, and not to be taken lightly. There are also two instanced dungeons, the **Caverns of Madness** and **The Passage of Echoes**. These two areas offer unique challenges to anyone setting foot in them, including a puzzle in the Passage of Echoes. Do not enter unless you have some time on your hands.

There is a northern room with a statue, with a passage leading to the Kobold Settlement. And wait until you see what the Kobolds have done with the place ... If you intend on doing extended exploration, bring someone to watch your back. The possessed kobolds are tough individually, but in groups can be big problems. And there are a few even tougher specimens running around, most of whom will eat you for breakfast if you misstep into a group of them. Heading to the west will lead you the Underground Forest, a rather fun little place.

Underground Forest

Emerging from the west wall, head to the kobold outpost, roughly N/NE, and hit the obelisk there. Glashtin Forge is also on the west wall, just north of the entrance passage. Movement around this area is fairly easy and risk-free, with most of the aggressive critters near the trees. The biggest concerns are the native teracites and their mushroom pets. Get too close and you will think there's an animist lurking about. Spiders and sprites are numerous as well, but hardly a major threat. More possessed kobolds wander on the west side of the area, patrolling and generally being a nuisance. Some very good camps can be found here, with excellent room for pulling. A bit of roaming is needed, but the camps are close together. All it takes is circling one of the bigger columns and picking off the teracites. By the time you get around it, more targets will have appeared. Good hunting spots abound and travel is easy enough, even for lower level characters. No bindstone, but the obelisk is there and it's an easy trip from the Kobold Undercity back.

Instanced Adventure Wings

Each of the old world dungeons has two instanced dungeons that provide a diversion from the standard PvE experience and a chance to get arulite. There is a story behind each one, and in some cases a secret to be discovered. They scale based on the level and the number of people in the group. If you are on the high end of the level for the dungeon, you should be able to make it through if you are careful. For example, a Level 50 in The Master's Lair will find most everything to be yellow or lower, so getting to the end boss is a matter of time. But be warned, it's very easy to pull large groups by accident, even if they aren't social.

The opponents you face match the ones in the main area of the dungeon, so your faction counts. If you have good faction to the bugs in Spindelhalla, you will have little issue running around in the Arachnid's Labyrinth. On the other hand, almost everything in The Master's Lair is aggressive and it's a fight from start to end. The interiors also match the outside dungeon, so everything has a shade of familiarity.

Taking friends along is highly recommended if you are heading for the prize at the end of the dungeon. And going to the end is a good thing, since the end critters drop nice toys. Many of the critters are aggressive and will BAF or CFH. The range of aggression is high, so you may find opponents coming to you when you round a blind corner. Line of sight is limited in most cases — casters and archers take note of this. A solid team of four is more than a match for most things, and a full group would be overkill in most cases. Once cleared out, the creatures do not respawn, so pulling back to rest is a viable option.

Each mainland dungeon has access to the Abandoned Mines, all of which are close to the main entrance. This allows fast access to the Undercity and points beyond, including traveling to other mainland dungeons. If you are in Vendo and finding that it's not that big of a challenge for your group, you can move quickly to Varulvhamn or to the Frontlines.

CURSED TOMB

Abandoned Mines entrance 23138, 24391

Lio's Eternal Rest — Location: 24946, 26160

Liche's Rest — Location: 29388, 25370

NISSE'S LAIR

Abandoned Mines entrance 24834, 23974, 16192

Nisse's Retreat — Location: 28699, 31388, 16191

Tomte Prison — Location: 23264, 23974, 16448

SPINDELHALLA

Abandoned Mines entrance: 23143, 22623

Arachnid's Labyrinth — Location: 27525, 24078

Master's Lair — Location: 22465, 24460

VARULVHAMN

Abandoned Mines entrance: 25997, 23245

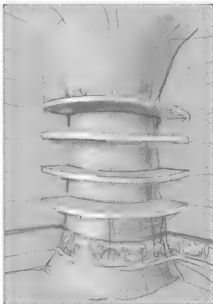
The Cursed Lair — Location: 24715, 22536

VENDO CAVES

Abandoned Mines entrance: 22500, 24515

Den of Bones — Location: 22877, 24177

The Ritual Chamber — Location: 22032, 24584



HIBERNIA ZONE NOTES

The Abandoned Mines

By Allen "Chersus" McMillan

The Shar required vast amounts of raw materials to build the Labyrinth, but they found a convenient source: Hibernia. Surely the Hibernians wouldn't miss just a few of their abundant natural resources ... especially if they didn't know about it. So the Shar queen opened a portal beneath Hibernia and her people dug a vast network of mines under much of the realm to extract the minerals they needed. The Shar abandoned the mines when they completed their city, but other races have now made themselves at home here.

The Abandoned Mines connect every dungeon in old-world Hibernia with new areas from Catacombs to create a truly vast underground complex. Much of the Abandoned Mines live up to the name, with long stretches of empty tunnel between inhabited regions. A good run speed buff or a convenient mine cart is a great help if you plan to use the mines as a shortcut between dungeons or to trade in your aurlite. There is a Shar Obelisk at the bottom of the central shaft to speed you on your way back to the Labyrinth.

The inhabitants of the Mines are mostly large groups of Half-Orcs, either by themselves or mingling with other dungeon inhabitants. In places where the mines have breached an old world dungeon, you can find the dungeon's inhabitants wandering the nearby mines, creating an extension of sorts to the old dungeon.

There are scattered individual gnolls called thalloonagh in many of the lower tunnels, and a whole town of them deep inside the mines. The leader of the tribe, Thalloonagh himself, can be found at the bottom of a large chamber. He's an offensive spellcaster who can nuke, buff, summon earth pets like a Theurgist and, best of all, teleport. Prepare for an unusual fight if you take him on. Also in the Thalloonagh pit is an instanced dungeon called the Wolves Den.

Wolves Den. A continuation of the Abandoned Mines for groups of Levels 31 to 41. The Gnolls in this part of the mines won't hang around waiting to be hunted; they come looking for you. A very manageable encounter can quickly get ugly as gnolls converge from all sides to help their fellows. This area requires more than simple camp-and-pull tactics. In most instanced dungeons, a higher-level character can solo the whole thing when it spawns blue or yellow. The Wolves Den requires a group, preferably one that can think on its feet and use crowd control.

The Glashtin Forge

By Allen "Chersus" McMillan

The Glashtin are a tribe of Goblin craftsmen who maintain a huge forge complex between the Underground Forest and the Abandoned Mines. Here they manufacture all sorts of goods, particularly weapons, train their Gargoyle servants and just do what Goblins do ... and they don't like visitors. The dungeon is large and varies considerably in level from one part to another, including high-end content for the not-quite-50 crowd. Everything radiates out from an impressive central forge, which also includes a Shar Obelisk for rapid transport. Lower-level areas are on the outskirts of the dungeon, while the most dangerous opponents are below the central forge.

Hammerer Hugak's Smithy. An instanced wing of the forge complex for groups of Level 20 to 30. Just as in the main dungeon, Glashtin architecture favors broad hallways, choked off periodically by archways that can hide opponents on the sides. Let the tank go first through the seemingly empty halls.

Goblin Workshop. A high-end instance for groups of Level 30 to 40. A solo 50 can find plenty of yellows here. A large instance with a convoluted floorplan, but it works essentially like the rest of the Glashtin Forge.

Shar Labyrinth

By Christina "Mirialde" Townsend

This is the underground city of the Shar, a convenient place to train, craft and stock up on supplies and new equipment. The city is arranged in a hexagonal pattern on a raised plateau, with the portal to the Veil Rift at its center. Scattered on the edges of the platform can be found trainers for every class, as well as a healer, bindstone, obelisk and Dailliana the Magical: appearance changer.

There are four towers in town containing merchants. In the northeast tower, merchants offer cloth, reinforced and scale armor, as well as dyes for all three. There is also a merchant selling roleplaying clothing, steeple hats, wreaths and patterns for the last two. In the east, you find merchants selling aurlite weapons and armor on the first and second floors, with an NPC called Burniss on the third and final floor. In the southeast, there are alchemy, spellcrafting, weaponcrafting and armorcrafting supplies for sale. The southwest tower offers a variety of goods and services, including bow, instrument and armor merchants, and a smith on the lower floor, as well as staff, scythe, weapon, shield and poison merchants upstairs.

The bindstone is found at the east side of the platform, while the obelisk is located directly opposite, to the west.

At the north end of town is a tower with stairs leading down from the plateau. A path forks from the base of the stairs. To the west is the gateway to the Abandoned Mines. To the right, you pass through a gate only to be faced with another fork in the road.

Turning north here takes you to a small but airy room containing an assortment of NPCs, including a guild emblemee, guild registrar, name registrar, vault keeper, recharger, enchanter and all of the various craft masters.

A southward turn at the fork leads down a tunnel, out of the Shar Labyrinth, into the gateway to the Otherworld.

Underground Forest

By David "Devanchya" Coley

The Underground Forest has some great quests for a 35+ group. Three of the quests (In the Mouth of the Labyrinth, The Missing Watcher, The War Council) are all very short. Be careful of randomly going AFK in this zone ... if you do, enemies can easily pop out of nowhere and poach you to death.

The Underground Forest has the **Queen's Labyrinth** and **Deadlands of Annwn** attached to it. There is an obelisk in the little camp where most of the quests are given, and after that it can be accessed from the Shar city.

The Deadlands are accessible by going straight (east) down until you reach a bunch of haunted deathseekers, jade simulacra and so forth. This is where Fiorion also spawns [30343,11394]. There is a small tunnel that suddenly zones into the new area — Catacombs is Zone Mad for zone lines that you can't tell are there. This is the zone for the **Lower Crypt** instance, and the Lower Crypt Intelligence quest.

Straight west of the zone entrance is the first of a bunch of small towers with mobs all around. These mobs are high 40s, and vary from standard to magical attack. Further west are more high 40 mobs which are around a smaller town. Many of the mobs are neutral when you start, but watch out for the Gargoyles — they swarm when they attack and can be very dangerous to a solo player.

To the north of the entrance are undead hounds.

To the south are more hounds and more torturers. Past those, baby gargoyles. As you skirt around the zone you eventually come to the crypt entrance, which has a one-way obelisk back to the Shar City.

It is possible to get to the crypt without attacking mobs if you go through the middle and skirt some camps. It's highly recommended you do not try to go on the outside of the zone, as it is heavily camped. When approaching the crypt from the zone entrance, watch out for ghostly wisps — all are low 40s but are very annoying. The entrance to the crypt is guarded by low- to mid-40s Haunted Lieutenants.

The Underground Forest also has a zone gate to the Frontlines. It's a long skinny zone with plenty of hills and mobs all around. At the opposite end of the zone is the obelisk, right beside a tunnel.

The Veil Rift

By Allen "Chersus" McMillan

When the ancient Elves abandoned Hibernia to create a new world behind the Veil, they didn't plan to start over from scratch. A few select pieces of Hibernia were pulled through the Veil into their new world by the awesome power of their magic. But even magic has limits, and the entire castle of Marrach Briollag was too much for the Elves to handle. It became trapped inside the Veil, caught between worlds. Now the Veil has been breached, using the trapped castle and the debris of its passing as a literal bridge between the worlds on either side of the Veil. The entrance to the Veil Rift is in the heart of Tir na Nog, a glowing rent in the fabric of Hibernia itself. It can be thought of as the third gate to the capital city, with wilderness, hunting grounds and quests just outside.

The Veil Rift is the "newbie zone" for the Hibernian Catacombs. It includes realm guards, NPCs that give quests, and opponents that even a Level 1 character can handle. It's also the road leading to the Shar Labyrinth and the Catacombs zones beyond. Nearly everything in the zone is non-aggressive until you reach the Shar Obelisk beneath Marrach Briollag. It's safe to travel to the Shar Labyrinth, even at low levels, and the risk of trains rampaging through your hunting group is low, in spite of the amount of traffic moving through the zone.

The creatures of the Veil Rift include a high percentage of spellcasters that will nuke, heal and cast crowd control spells from long range if you let them. Fortunately, the non-aggressive ones will allow you to get as close as you want before you strike. Everything in the Rift repopulates very rapidly, and a camp can begin respawning even before you're finished fighting it, so watch those area-effect spells.

Blathnalt's Refuge. Located on the third floating boulder, the zone's glowing entrance is visible as soon as you arrive from Tir na Nog. Blathnalt's Refuge is an instanced miniature Veil Rift for groups of Level 8–18. A Veil Rift of your very own, conveniently close to all the merchants and trainers of Tir na Nog. Unlike the low-level inhabitants of the Rift outside, the spellcasters in here are aggressive and may really cast their spells.

Broken Mirrors. Broken Mirrors is inside the aggressive part of the zone, but still easy to reach from either Tir na Nog or the Shar Labyrinth. The zone will tune itself for groups of Levels 18–28. Broken Mirrors is an instanced zone with a story to tell. Waiting for you inside is an Elf named Sgathan. He'll ask you to defeat a shadowy duplicate of himself thrown up by the magic of the Veil. The Scaanagh Sgathan at the end of the zone is a serious spellcaster, and likes to mesmerize. When damaged, it spawns weaker Fragments that fight in melee.



Instanced Adventure Wings

By Debra "Saphineea" Carver

CORUSCATING MINES

The Pit of Despair. Entrance is located at 25k, 23k in CM. The door is by some collared gemcutters and enthralled silvers. Everything cons yellow to Level 50. Pretty standard enemies: tunnel imps, rockbiters and silvermine knockers.

The Forgotten Vein. Down by the Abysmals. 24k, 17k. Cons yellow to Level 50 at the entrance.

KOALINTH TRIBAL CAVERNS

The Brawler's Den. loc 21k, 27k After entering the dungeon, take the first and right keep following the path until you come to the next right hallway. Go straight and you will find the door to the Brawler's Den. Adjusted for four Level 26 players. Reminded me of some of the Midgard dungeons, particularly Varulvhamm and the other one close to the SI portal in Midgard.

Felena's Sorrow. Turn left at the entrance and follow the path to the big room (23k, 24k) with the bridge and the cavern below. Go down the path to the bottom of the cavern; don't go over the bridge. Through the door you will see the door. Loc 24k, 26k, Koalinth diplomat, Koalinth Castellán mobs, crabs, toads, and worms. Felena is sorrowful because her husband was turned into a cursed toad. He can be found at 20k, 31k. After you bring him back, Felena will tell you that you have to kill the high priest to break the curse.

MUIRE TOMB

Serf's Folly. Go south till you go down the ramp and encounter mummy hags; take the east hall door (on the left, loc 25k, 26k). Carrion scorpionadas, suitor spirits, mummy hag wizards, murkman, muire man at arms, corpse devourer.

SPRAGGON'S DEN

The Warrens, loc 27, 27. Earth sprites, rock sprites, spraggonotes, Spraggonix, pit boss. Go north to the four-way intersection, and then go east. Take the first southern tunnel, then head SE down the side hall. Do not go up the ramp. Keep going south and you will see the entrance.

Rise of the Spraggon, loc 24, 23. Go north down the hall from the entrance and take the second east hallway. You will see the entrance. Four Level 23 pit spraggon, spraggon runners, spraggon cutters, earth sprites, rock sprites, root worms.

TREIBH CAILLTE

The Shaman's Inner Sanctum, loc 21, 27. From the entrance, take the left hallway down to big open room with the bridge. Follow the ramp down by the left wall. Take the left hall, go right down the ramp, take first left through the cobwebs and you will see the door on the right.

Ursine Sorcerer, Ursine Shamans. High Shaman Arteg has two orbs for physical and magical defense. The Shaman is tough until both orbs are gone. The physical orb is weak to magic, and the magical orb is weak to mele.

The Ancient's Retreat, loc 24,22. From entrance ramp go straight and around the corner to the Scraggers and Scurry. Entrance is on the left wall. It includes craggers, lair worms, ursine thralls and ursine warriors troglodytes.

Darkspire Loot List (Albion)

MD = Maleficent Darkspire

BITTERN

MD Adroit Ring

+15 Dexterity
+5 Dexterity cap
+40 Hits
+6% Heat
+6% Crush
+4 bonus AF
Casts: Protective Aura of Flame (x10)

MD Adroit Bracer

+15 Dexterity
+5 Dexterity cap
+40 Hits
+6% Cold
+6% Slash
+4 hits cap
Casts: Aura of Defense (x10)

MD Adroit Belt

+15 Dexterity
+5 Dexterity cap
+40 Hits
+6% Matter
+6% Thrust
+4 bonus AF
Casts: Weak Elixir of Healing (x10)

MD Adroit Beads

+15 Dexterity
+5 Dexterity cap
+40 Hits
+6% Body
+6% Thrust
+4 bonus AF
Casts: Strong Elixir of Mending (x10)

MD Adroit Jewel

+15 Dexterity
+5 Dexterity cap
+40 Hits
+40% Spirit
+6% Slash
+4 hits cap
Casts: Improved Ablative Aura (x10)

MD Adroit Cloak

+15 Dexterity
+5 Dexterity cap
+40 Hits
+40% Energy
+6% Thrust
+4 bonus AF
Casts: Minor Vitality Drain (x10)

MD Lute

+18 Charisma
+7 Charisma cap
+6% Cold
+6% Heat
+5% spell duration
+10 bonus AF
Casts: Weak Elixir of Power (x10)

MD Shield

Medium Shield
16.5 DPS
3.6 Speed
100% Quality
+21 Piety
+7 Piety cap
+40 Hits
+2% to-hit bonus (PvE)
+4% spell duration
+6% Power
Casts: Improved Elixir of Clarity (x10)

CAPTAIN-COM. LEYN

MD Velvet Sleeves

Cloth, 51 AF
100% Quality
+24 Dexterity
+8 Dexterity cap
+8% Power
-3% debuff duration (PvE)
+1% spell haste
+3 All Casting
Casts: Weak El. of Power (Rev. Proc)

MD Velvet Cap

Cloth, 51 AF
100% Quality
+21 Constitution
+7 Constitution cap
+6% Power
+6 power cap
+7% Thrust
+1 End

MD Suede Armguards

Leather, 102 AF
100% Quality
+21 Dexterity
+7 Dexterity cap
+48 Hits
+48 hits cap
+1% spell haste
+3 All Casting
Casts: Weak El. of Stamina (Rev. Proc)

MD Suede Sleeves

Leather, 102 AF
100% Quality
+21 Dexterity
+7 Dexterity cap
+48 Hits
+48 hits cap
+1% melee haste
+3 Envenom
Casts: Weak El. of Stamina (Rev. Proc)

MD Suede Helmet

Leather, 102 AF
100% Quality
+21 Dexterity
+7 Dexterity cap
+48 Hits
+48 hits cap
+12 bonus AF
+1 End
Casts: Weak El. of Healing (Rev. Proc)

MD Barbed Armguards ..

Studded, 102 AF
100% Quality
+21 Strength
+7 Strength cap
+48 Hits
+48 hits cap
+1% melee haste
+10 bonus AF
Casts: Weak El. of Stamina (Rev. Proc)

MD Barbed Gauntlets ..

Studded, 102 AF
100% Quality
+21 Dexterity
+7 Dexterity cap
+7% Thrust
+7% Spirit
+7% Crush
+1 End
Casts: Impr. Ablative Aura (Rev. Proc)

MD Barbed Helmet

Studded, 102 AF
100% Quality
+21 Strength
+7 Strength cap
+48 Hits
+48 hits cap
+12 bonus AF
+1 End
Casts: Weak El. of Healing (Rev. Proc)

MD Ringed Armguards ...

Chain, 102 AF
100% Quality
+24 Acuity
+8 Acuity cap
+7% Power
-3% debuff duration (PvE)
+1% spell haste
+3 All Casting
Casts: Weak El. of Power (Rev. Proc)

MD Ringed Sleeves

Chain, 102 AF
100% Quality
+21 Strength
+7 Strength cap
+48 Hits
+48 hits cap
+1% melee haste
+10 bonus AF
Casts: Weak El. of Stamina (Rev. Proc)

MD Ringed Coif

Chain, 102 AF
100% Quality
+21 Dexterity
+7 Dexterity cap
+48 Hits
+48 hits cap
+12 bonus AF
+1 End
Casts: Weak El. of Healing (Rev. Proc)

MD Silvery Vambraces ...

Arms, Plate, 102 AF
100% Quality
+21 Strength
+7 Strength cap
+48 Hits
+48 hits cap
+1% melee haste
+10 bonus AF
Casts: Weak El. of Stamina (Rev. Proc)

MD Silvery Helm

Plate, 102 AF
100% Quality
+21 Constitution
+7 Constitution cap
+7% Thrust
+7% Spirit
+12% Crush
+1 End
Casts: Weak El. of Healing (Rev. Proc)

KNIGHTSGUARD VALEN

MD Dagger

Dagger, Offhand
16.5 DPS
2.7 Speed
100% Quality
+3 Dual Wield
+18 Strength
+6 Strength cap
+15 Quickness
+5 Quickness cap
+3% to-hit bonus (PvE)
Casts: Incendiary Pyre (Proc)

MD Dirk

Dirk, Offhand
16.5 DPS
2.6 Speed
100% Quality
+3 Dual Wield
+18 Dexterity
+6 Dexterity cap
+15 Quickness
+5 Quickness cap
+3% to-hit bonus (PvE)
Casts: Incendiary Pyre (Proc)

MD Hammer

Hammer, Offhand
16.5 DPS
2.8 Speed
100% Quality
+3 Dual Wield
+18 Strength
+6 Strength cap
+15 Quickness
+5 Quickness cap
+3% to-hit bonus (PvE)
Casts: Incendiary Pyre (Proc)

MD Martial Sword

16.5 DPS
3.2 Speed
100% Quality
+3 Slash
+18 Strength
+6 Strength cap
+15 Quickness
+5 Quickness cap
+3% to-hit bonus (PvE)
Casts: Minor Vitality Drain (Proc)

MD Dire Sword

16.5 DPS
3.2 Speed
100% Quality
+3 Slash
+3 Critical Strike
+18 Strength
+6 Strength cap
+18 Quickness
+6 Quickness cap
Casts: Minor Vitality Drain (Proc)

MD Martial Rapier

16.5 DPS
3.0 Speed
100% Quality
+3 Thrust
+18 Dexterity
+6 Dexterity cap
+15 Quickness
+5 Quickness cap
+3% to-hit bonus (PvE)
Casts: Minor Vitality Drain (Proc)

MD Dire Rapier

16.5 DPS
3.0 Speed
100% Quality
+3 Thrust
+3 Critical Strike
+18 Dexterity
+6 Dexterity cap
+18 Quickness
+6 Quickness cap
Casts: Minor Vitality Drain (Proc)

MD Martial Mace

16.5 DPS
3.4 Speed
100% Quality
+3 Crush
+18 Strength
+6 Strength cap
+15 Quickness
+5 Quickness cap
+3% to-hit bonus (PvE)
Casts: Minor Vitality Drain (Proc)

MD Bracing Mace

16.5 DPS
3.4 Speed
100% Quality
+3 Rejuvenation
+18 Acuity
+6 Acuity cap
+6% heal bonus
+5% buff bonus
+3% to-hit bonus (PvE)
Casts: Improved Ablative Aura (x10)

MD Morning Star

16.5 DPS
3.4 Speed
100% Quality
+3 Flexible
+18 Dexterity
+6 Dexterity cap
+15 Quickness
+5 Quickness cap
+3% to-hit bonus (PvE)
Casts: Minor Vitality Drain (Proc)

MD Whip

16.5 DPS
3.3 Speed
100% Quality
+4 Flexible
+18 Strength
+6 Strength cap
+15 Quickness
+5 Quickness cap
+3% to-hit bonus (PvE)
Casts: Incendiary Pyre (Proc)

LADY ORGUELLEUSE

MD Arcane Ring

+18 Acuity
+6 Acuity cap
+6% Heat
+6% Power
+6% Crush
+4 bonus AF
Casts: Withered Vitality (x10)

MD Arcane Bracer

+18 Acuity
+6 Acuity cap
+6% Cold
+6% Power
+6% Slash
+4 power cap
Casts: Crippled Limb (x10)

MD Arcane Belt

+18 Acuity
+6 Acuity cap
+6% Matter
+6% Power
+6% Thrust
+4 bonus AF
Casts: Improved Elixir of Clarity (x10)

MD Arcane Beads

+18 Acuity
+6 Acuity cap
+6% Body
+6% Power
+6% Crush
+4 bonus AF
Casts: Aura of Strength (x10)

MD Arcane Jewel

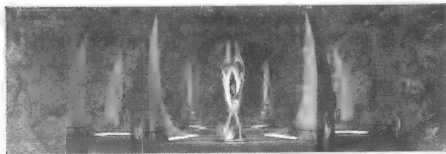
+18 Acuity
+6 Acuity cap
+6% Spirit
+6% Power
+6% Slash
+4 power cap
Casts: Aura of Speed (x10)

MD Arcane Cloak

+18 Acuity
+6 Acuity cap
+6% Energy
+6% Power
+6% Thrust
+4 bonus AF
Casts: Weak Elixir of Power (x10)

MD Flute

+18 Charisma
+7 Charisma cap
+6% Cold
+6% Heat
+5% spell duration
+10 bonus AF
Casts: Weak Elixir of Power (x10)



MAGI NHULI

MD Great Sword

Sword, Two Handed
16.5 DPS
5.3 Speed
100% Quality
+3 All Primary Melee
+18 Strength
+6 Strength cap
+15 Quickness
+5 Quickness cap
+3% to-hit bonus (PvE)
Casts: Minor Vitality Drain (Proc)

MD Mattock

Mattock, Two Handed
16.5 DPS
5.3 Speed
100% Quality
+3 All Primary Melee
+18 Strength
+6 Strength cap
+15 Quickness
+5 Quickness cap
+3% to-hit bonus (PvE)
Casts: Minor Vitality Drain (Proc)

MD Great Hammer

Hammer, Two Handed
16.5 DPS
5.3 Speed
100% Quality
+3 All Primary Melee
+18 Strength
+6 Strength cap
+15 Quickness
+5 Quickness cap
+3% to-hit bonus (PvE)
Casts: Minor Vitality Drain (Proc)

MD Halberd

16.5 DPS, 5.3 Speed
100% Quality
+3 All Primary Melee
+18 Strength
+6 Strength cap
+15 Quickness
+5 Quickness cap
+3% to-hit bonus (PvE)
Casts: Minor Vitality Drain (Proc)

MD Pike

16.5 DPS, 5.3 Speed
100% Quality
+3 All Primary Melee
+18 Dexterity
+6 Dexterity cap
+15 Quickness
+5 Quickness cap
+3% to-hit bonus (PvE)
Casts: Minor Vitality Drain (Proc)

MD Spiked Hammer

Hammer, Two Handed
16.5 DPS
5.3 Speed
100% Quality
+3 All Primary Melee
+18 Strength
+6 Strength cap
+15 Quickness
+5 Quickness cap
+3% to-hit bonus (PvE)
Casts: Minor Vitality Drain (Proc)

MD Bow

16.5 DPS
5.3 Speed
100% Quality
+3 Longbow
+18 Dexterity
+6 Dexterity cap
+15 Quickness
+5 Quickness cap
+3% to-hit bonus (PvE)
Casts: Bow Cold DD (Proc)

MD Quarterstaff

Classes: Friar
16.5 DPS
3.4 Speed
100% Quality
+3 Staff
+18 Dexterity
+6 Dexterity cap
+15 Quickness
+5 Quickness cap
+3% to-hit bonus (PvE)
Casts: Minor Vitality Drain (Proc)

MD Staff

Classes: Albion focus casters
16.5 DPS
4.3 Speed
100% Quality
+50 lvs ALL focus
+21 Acuity
+7 Acuity cap
+7% Power
+7 power cap
+5% spell duration
Casts: Amplify Wisdom (x10)

MORDRED

MD Velvet Vest

Cloth, 51 AF
100% Quality
+24 Acuity
+8 Acuity cap
+56 Hits
+2% spell haste
+2% spell duration
+3 All Casting
Casts: Impr. Ablative Aura (Rev. Proc)

MD Velvet Pants

Cloth, 51 AF
100% Quality
+21 Strength
+7 Strength cap
+48 Hits
+12 bonus AF
+1% melee haste
+3 All Primary Melee
Casts: Weak El. of Healing (Rev. Proc)

MD Velvet Breeches

Cloth, 51 AF
100% Quality
+21 Constitution
+6 Constitution cap
+7% Thrust
+7% Energy
+14 bonus AF
+1% spell haste
Casts: Weak El. of Healing (Rev. Proc)

MD Suede Jerkin

Leather, 102 AF
100% Quality
+21 Strength
+21 Dexterity
+48 Hits
+2% spell haste
+12 bonus AF
+3 All Casting
Casts: Impr. Ablative Aura (Rev. Proc)

MD Suede Tunic

Leather, 102 AF
100% Quality
+21 Strength
+21 Dexterity
+48 Hits
+2% melee haste
+12 bonus AF
+3 Stealth
Casts: Impr. Ablative Aura (Rev. Proc)

MD Suede Leggings

Leather, 102 AF
100% Quality
+24 Constitution
+8 Constitution cap

+56 Hits
-3% debuff duration (PvE)
+1% melee haste
+3 All Primary Melee
Casts: Weak El. of Healing (Rev. Proc)

MD Barbed Vest

Studded, 102 AF
100% Quality
+21 Strength
+7 Strength cap
+7% Thrust
+7% Energy
+2% melee haste
+10 bonus AF
Casts: Impr. Ablative Aura (Rev. Proc)

MD Barbed Leggings

Studded, 102 AF
100% Quality
+24 Constitution
+8 Constitution cap
+56 Hits
-3% debuff duration (PvE)
+1% melee haste
+3 All Primary Melee
Casts: Weak El. of Healing (Rev. Proc)

MD Ringed Hauberk

Chain, 102 AF
100% Quality
+21 Acuity
+7 Acuity cap
+48 Hits
+2% spell haste
+12 bonus AF
+3 All Casting
Casts: Impr. Ablative Aura (Rev. Proc)

MD Ringed Tunic

Chain, 102 AF
100% Quality
+21 Strength
+7 Strength cap
+7% Thrust
+7% Energy
+2% melee haste
+10 bonus AF
Casts: Impr. Ablative Aura (Rev. Proc)

MD Ringed Leggings

Chain
102 AF
100% Quality
+24 Constitution
+8 Constitution cap
+56 Hits
-3% debuff duration (PvE)
+1% melee haste
+3 All Primary Melee
Casts: Weak El. of Healing (Rev. Proc)

MD Ringed Chausses ••••

Chain, 102 AF
100% Quality
+21 Constitution
+6 Constitution cap
+7% Thrust
+7% Energy
+14 bonus AF
+1% spell haste
Casts: Weak El. of Healing (Rev. Proc)

MD Silvery Cuirass •••••

Plate, 102 AF
100% Quality
+21 Strength
+21 Dexterity
+48 Hits
+2% melee haste
+12 bonus AF
+3 Parry
Casts: Impr. Ablative Aura (Rev. Proc)

MD Silvery Greaves •••••

Plate, 102 AF
100% Quality
+24 Constitution
+8 Constitution cap
+56 Hits
-3% debuff duration (PvE)
+1% melee haste
+3 All Primary Melee
Casts: Weak El. of Healing (Rev. Proc)

PARD

MD Mercurial Ring •••••

+18 Quickness
+6 Quickness cap
+6% Heat
+40 Hits
+6% Crush
+4 bonus AF
Casts: Strong Elixir of Speed (x10)

MD Mercurial Bracer •••••

+18 Quickness
+6 Quickness cap
+6% Cold
+40 Hits
+6% Slash
+4 hits cap
Casts: Titan's Strength (x10)

MD Mercurial Belt •••••

+18 Quickness
+6 Quickness cap
+6% Matter
+40 Hits
+6% Thrust
+4 bonus AF
Casts: Weak Elixir of Stamina (x10)

MD Mercurial Beads •••••

+18 Quickness
+6 Quickness cap
+6% Body
+40 Hits
+6% Crush
+4 bonus AF
Casts: Aura of Strength (x10)

MD Mercurial Jewel •••••

+18 Quickness
+6 Quickness cap
+6% Spirit
+40 Hits
+6% Slash
+4 hits cap
Casts: Aura of Speed (x10)

MD Mercurial Cloak •••••

+18 Quickness
+6 Quickness cap
+6% Energy
+40 Hits
+6% Thrust
+4 bonus AF
Casts: Instant Counter (x10)

MD Crossbow •••••

16.5 DPS
4.9 Speed
100% Quality
+22 Dexterity
+7 Dexterity cap
+18 Quickness
+5% Heat
+5% Cold
+5% Matter
Casts: Minor Vitality Drain (Proc)

MD Buckler •••••

Small Shield
16.5 DPS
2.7 Speed
100% Quality
+3 Shield
+22 Dexterity
+7 Dexterity cap
+5% Crush
+5% Slash
+10 bonus AF
Casts: Minor Vitality Drain (Proc)

SCITALIS

MD Tempered Ring •••••

+15 Constitution
+5 Constitution cap
+40 Hits
+6% Heat
+6% Crush
+4 bonus AF
Casts: Protective Aura of Flame (x10)

MD Tempered Bracer •••••

+15 Constitution
+5 Constitution cap
+40 Hits
+6% Cold
+6% Slash
+4 hits cap
Casts: Aura of Defense (x10)

MD Tempered Belt •••••

+15 Constitution
+5 Constitution cap
+40 Hits
+6% Matter
+6% Thrust
+4 bonus AF
Casts: Weak Elixir of Healing (x10)

MD Tempered Beads •••••

+15 Constitution
+5 Constitution cap
+40 Hits
+6% Body
+6% Crush
+4 bonus AF
Casts: Strong Elixir of Mending (x10)

MD Tempered Jewel •••••

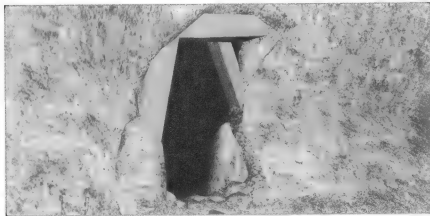
+15 Constitution
+5 Constitution cap
+40 Hits
+6% Spirit
+6% Slash
+4 hits cap
Casts: Improved Ablative Aura (x10)

MD Tempered Cloak •••••

+15 Constitution
+5 Constitution cap
+40 Hits
+6% Energy
+6% Thrust
+4 bonus AF
Casts: Minor Vitality Drain (x10)

MD Drum •••••

+18 Charisma
+7 Charisma cap
+6% Cold
+6% Heat
+5% spell duration
+10 bonus AF
Casts: Minor Vitality Drain (Proc)



SIR ANFORTAS

MD Mighty Ring

+18 Strength
+6 Strength cap
+6% Heat
+40 Hits
+6% Crush
+4 bonus AF
Casts: Strong Elixir of Speed (x10)

MD Mighty Bracer

+18 Strength
+6 Strength cap
+6% Cold
+40 Hits
+6% Slash
+4 hits cap
Casts: Titan's Strength (x10)

MD Mighty Belt

+18 Strength
+6 Strength cap
+6% Matter
+40 Hits
+6% Thrust
+4 bonus AF
Casts: Weak Elixir of Stamina (x10)

MD Mighty Beads

+18 Strength
+6 Strength cap
+6% Body
+40 Hits
+6% Crush
+4 bonus AF
Casts: Aura of Strength (x10)

MD Mighty Jewel

+18 Strength
+6 Strength cap
+6% Spirit
+40 Hits
+6% Slash
+4 hits cap
Casts: Aura of Speed (x10)

MD Mighty Cloak

+18 Strength
+6 Strength cap
+6% Energy
+40 Hits
+6% Thrust
+4 bonus AF
Casts: Instant Counter (x10)

MD Shortbow

16.5 DPS
3.9 Speed
100% Quality
+22 Dexterity
+7 Dexterity cap
+18 Quickness
+5% Heat
+5% Cold
+5% Matter
Casts: Minor Vitality Drain (Proc)

MD Aegis

Large Shield
16.5 DPS
4.2 Speed
100% Quality
+4 Shield
+18 Dexterity
+6 Dexterity cap
+5% Crush
+5% Slash
+10 bonus AF
Casts: Minor Vitality Drain (Proc)

TRAPMASTER HOGLAS

MD Velvet Gloves

Cloth, 51 AF
100% Quality
+24 Quickness
+8 Quickness cap
+8% Slash
+3% spell duration
+1% melee haste
+3 All Primary Melee
Casts: Impr. Ablative Aura (Rev. Proc)

MD Velvet Glovelets

Cloth, 51 AF
100% Quality
+14 bonus AF
+56 Hits
+48 hits cap
+7% Crush
+7% Body
+1% spell haste
Casts: Impr. Ablative Aura (Rev. Proc)

MD Velvet Boots

Cloth, 51 AF
100% Quality
+21 Acuity
+21 Constitution
+48 Hits
+7% Matter
+12 bonus AF
+1 End

MD Suede Gloves

Leather, 102 AF
100% Quality
+21 Quickness
+7 Quickness cap
+7% Slash
+7% Matter
+1% melee haste
+3 All Primary Melee
Casts: Impr. Ablative Aura (Rev. Proc)

MD Suede Boots

Leather, 102 AF
100% Quality
+21 Constitution
+7 Constitution cap
+7% Thrust
+7% Spirit
+7% Crush
+1 End

MD Barbed Boots

Studded, 102 AF
100% Quality
+21 Quickness
+7 Quickness cap
+7% Slash
+7% Matter
+1% melee haste
+3 All Primary Melee

MD Ringed Gloves

Chain, 102 AF
100% Quality
+21 Quickness
+7 Quickness cap
+7% Slash
+12 bonus AF
+1% melee haste
+3 All Primary Melee

MD Ringed Gauntlets

Chain, 102 AF
100% Quality
+14 bonus AF
+48 Hits
+48 hits cap
+7% Crush
+7% Body
+2% heal bonus

MD Ringed Boots

Chain, 102 AF
100% Quality
+21 Constitution
+7 Constitution cap
+7% Thrust
+7% Spirit
+7% Crush
+1 End
Casts: Impr. Ablative Aura (Rev. Proc)

MD Silvery Gloves

Plate, 102 AF
100% Quality
+21 Quickness
+7 Quickness cap
+7% Slash
+12 bonus AF
+1% melee haste
+3 All Primary Melee



Darkspire Loot List (Midgard)

VD = Villainous Darkspire

ANDVARI

VD Adroit Ring

+15 Dexterity
+5 Dexterity cap
+40 Hits
+6% Heat
+6% Crush
+4 bonus AF
Casts: Protective Aura of Flame (x10)

VD Adroit Bracer

+15 Dexterity
+5 Dexterity cap
+40 Hits
+6% Cold
+6% Slash
+4 hits cap
Casts: Aura of Defense (x10)

VD Adroit Belt

+15 Dexterity
+5 Dexterity cap
+40 Hits
+6% Matter
+6% Thrust
+4 bonus AF
Casts: Weak Elixir of Healing (x10)

VD Adroit Beads

+15 Dexterity
+5 Dexterity cap
+40 Hits
+6% Body
+6% Thrust
+4 bonus AF
Casts: Strong Elixir of Mending (x10)

VD Adroit Jewel

+15 Dexterity
+5 Dexterity cap
+40 Hits
+40% Spirit
+6% Slash
+4 hits cap
Casts: Improved Ablative Aura (x10)

VD Adroit Cloak

+15 Dexterity
+5 Dexterity cap
+40 Hits
+40% Energy
+6% Thrust
+4 bonus AF
Casts: Minor Vitality Drain (x10)

VD Tempered Cloak

+15 Constitution
+5 Constitution cap
+40 Hits
+6% Energy
+6% Thrust
+4 bonus AF
Casts: Minor Vitality Drain (x10)

VD Buckler

Small Shield
16.5 DPS
2.7 Speed
100% Quality
+22 Piety
+7 Piety cap
+40 Hits
+2% to-hit bonus (PvE)
+5% spell duration
+4% Power
Casts: Improved Elixir of Clarity (x10)

CAPTAIN-COM. LEYN

VD Velvet Sleeves

Cloth, 51 AF
100% Quality
+24 Dexterity
+8 Dexterity cap
+7% Power
-3% debuff duration (PvE)
+1% spell haste
+3 All Casting
Casts: Weak El. of Power (Rev. Proc)

VD Velvet Cap

Cloth, 51 AF
100% Quality
+21 Constitution
+7 Constitution cap
+6% Power
+6 power cap
+7% Thrust
+1 End

VD Suede Sleeves

Leather, 102 AF
100% Quality
+21 Dexterity
+7 Dexterity cap
+48 Hits
+48 hits cap
+1% melee haste
+3 Envenom
Casts: Weak El. of Stamina (Rev. Proc)

VD Suede Helmet

Leather, 102 AF
100% Quality
+21 Strength
+7 Strength cap
+48 Hits
+48 hits cap
+12 bonus AF
+1 End
Casts: Weak El. of Healing (Rev. Proc)

VD Barbed Armguards

Studded, 102 AF
100% Quality
+21 Strength
+7 Strength cap
+48 Hits
+48 hits cap
+1% melee haste
+10 bonus AF

Casts: Weak El. of Stamina (Rev. Proc)

VD Barbed Sleeves

Studded, 102 AF
100% Quality
+21 Strength
+7 Strength cap
+48 Hits
+48 hits cap
+2% archery haste
+3 Longbow
Casts: Weak El. of Stamina (Rev. Proc)

VD Barbed Helmet

Studded, 102 AF
100% Quality
+21 Strength
+7 Strength cap
+48 Hits
+48 hits cap
+12 bonus AF
+1 End
Casts: Weak El. of Healing (Rev. Proc)

VD Ringed Armguards

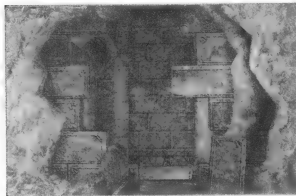
Chain, 102 AF
100% Quality
+24 Acuity
+8 Acuity cap
+7% Power
-3% debuff duration (PvE)
+1% spell haste
+3 All Casting
Casts: Weak El. of Power (Rev. Proc)

VD Ringed Sleeves

Chain, 102 AF
100% Quality
+21 Strength
+7 Strength cap
+48 Hits
+48 hits cap
+1% melee haste
+10 bonus AF
Casts: Weak El. of Stamina (Rev. Proc)

VD Ringed Coif

Chain, 102 AF
100% Quality
+21 Dexterity
+7 Dexterity cap
+48 Hits
+48 hits cap
+12 bonus AF
+1 End
Casts: Impr. Ablative Aura (Rev. Proc)



FAFNIR

VD Velvet Vest

Cloth, 51 AF
100% Quality
+24 Acuity
+8 Acuity cap
+56 Hits
+2% spell haste
+2% spell duration
+3 All Casting
Casts: Impr. Ablative Aura (Rev. Proc)

VD Velvet Pants

Cloth, 51 AF
100% Quality
+21 Constitution
+6 Constitution cap
+7% Thrust
+7% Energy
+14 bonus AF
+1% spell haste
Casts: Weak El. of Healing (Rev. Proc)

VD Suede Jerkin

Leather, 102 AF
100% Quality
+21 Strength
+21 Quickness
+48 Hits
+2% melee haste
+12 bonus AF
+5 Stealth
Casts: Impr. Ablative Aura (Rev. Proc)

VD Suede Leggings

Leather, 102 AF
100% Quality
+24 Constitution
+8 Constitution cap
+56 Hits
-3% debuff duration (PvE)
+1% melee haste
+3 All Primary Melee
Casts: Weak El. of Healing (Rev. Proc)

VD Barbed Vest

Studded, 102 AF
100% Quality
+21 Strength
+7 Strength cap
+7% Thrust
+7% Energy
+2% melee haste
+10 bonus AF
Casts: Impr. Ablative Aura (Rev. Proc)

VD Barbed Leggings

Studded, 102 AF
100% Quality
+24 Constitution
+8 Constitution cap

+56 Hits
-3% debuff duration (PvE)
+1% melee haste
+3 All Primary Melee
Casts: Weak El. of Healing (Rev. Proc)

VD Ringed Hauberk

Chain, 102 AF
100% Quality
+21 Acuity
+7 Acuity cap
+48 Hits
+2% spell haste
+12 bonus AF
+3 All Casting
Casts: Impr. Ablative Aura (Rev. Proc)

VD Ringed Tunic

Chain, 102 AF
100% Quality
+21 Strength
+7 Strength cap
+7% Thrust
+7% Energy
+2% melee haste
+10 bonus AF
Casts: Impr. Ablative Aura (Rev. Proc)

VD Ringed Leggings

Chain, 102 AF
100% Quality
+24 Constitution
+8 Constitution cap
+56 Hits
-3% debuff duration (PvE)
+1% melee haste
+3 All Primary Melee
Casts: Weak El. of Healing (Rev. Proc)

VD Ringed Chausses

Chain, 102 AF
100% Quality
+21 Constitution
+6 Constitution cap
+7% Thrust
+7% Energy
+14 bonus AF
+1% spell haste
Casts: Weak El. of Healing (Rev. Proc)

KNIGHTSGUARD VALEN

VD Martial Sword

16.5 DPS
3.4 Speed
100% Quality
+3 Sword
+18 Strength
+6 Strength cap
+15 Quickness
+5 Quickness cap
+3% to-hit bonus (PvE)
Casts: Minor Vitality Drain (Proc)

VD Dire Sword

16.5 DPS
3.4 Speed
100% Quality
+3 Sword
+3 Critical Strike
+18 Strength
+6 Strength cap
+18 Quickness
+6 Quickness cap
Casts: Minor Vitality Drain (Proc)

VD Martial Axe

16.5 DPS
3.6 Speed
100% Quality
+3 Axe
+18 Strength
+6 Strength cap
+15 Quickness
+5 Quickness cap
+3% to-hit bonus (PvE)
Casts: Minor Vitality Drain (Proc)

VD Dire Axe

16.5 DPS
3.6 Speed
100% Quality
+3 Axe
+3 Critical Strike
+18 Strength
+6 Strength cap
+18 Quickness
+6 Quickness cap
Casts: Minor Vitality Drain (Proc)

VD Hand Axe

Axe, Offhand
16.5 DPS
2.7 Speed
100% Quality
+3 Left Axe
+18 Strength
+6 Strength cap
+15 Quickness
+5 Quickness cap

+3% to-hit bonus (PvE)
Casts: Incendiary Pyre (Proc)

VD Martial Hammer

16.5 DPS
3.6 Speed
100% Quality
+3 Hammer
+18 Strength
+6 Strength cap
+15 Quickness
+5 Quickness cap
+3% to-hit bonus (PvE)
Casts: Minor Vitality Drain (Proc)

VD Bracing Hammer

16.5 DPS
3.6 Speed
100% Quality
+3 Mending
+18 Acuity
+6 Acuity cap
+6% heal bonus
+5% buff bonus
+3% to-hit bonus (PvE)
Casts: Improved Ablative Aura (x10)

VD Moon Claw

Claw, Offhand
16.5 DPS
2.8 Speed
100% Quality
+3 Hand to Hand
+18 Strength
+6 Strength cap
+15 Quickness
+5 Quickness cap
+3% to-hit bonus (PvE)
Casts: Minor Vitality Drain (Proc)

VD Claw Greave

Greave, Offhand
16.5 DPS
3.0 Speed
100% Quality
+3 Hand to Hand
+18 Dexterity
+6 Dexterity cap
+15 Quickness
+5 Quickness cap
+3% to-hit bonus (PvE)
Casts: Incendiary Pyre (Proc)

HREIDMAR

VD Arcane Ring

- +18 Acuity
- +6 Acuity cap
- +6% Heat
- +6% Power
- +6% Crush
- +4 bonus AF
- Casts: Withered Vitality (x10)

VD Arcane Bracer

- +18 Acuity
- +6 Acuity cap
- +6% Cold
- +6% Power
- +6% Slash
- +4 power cap
- Casts: Crippled Limb (x10)

VD Arcane Belt

- +18 Acuity
- +6 Acuity cap
- +6% Matter
- +6% Power
- +6% Thrust
- +4 bonus AF
- Casts: Improved Elixir of Clarity (x10)

VD Arcane Beads

- +18 Acuity
- +6 Acuity cap
- +6% Body
- +6% Power
- +6% Crush
- +4 bonus AF
- Casts: Aura of Strength (x10)

VD Arcane Jewel

- +18 Acuity
- +6 Acuity cap
- +6% Spirit
- +6% Power
- +6% Slash
- +4 power cap
- Casts: Aura of Speed (x10)

VD Arcane Cloak

- +18 Acuity
- +6 Acuity cap
- +6% Energy
- +6% Power
- +6% Thrust
- +4 bonus AF
- Casts: Weak Elixir of Power (x10)

VD Tempered Jewel

- +15 Constitution
- +5 Constitution cap
- +40 Hits
- +6% Spirit
- +6% Slash
- +4 hits cap
- Casts: Improved Ablative Aura (x10)

VD Crossbow

- 16.5 DPS
- 3.9 Speed
- 100% Quality
- +22 Dexterity
- +7 Dexterity cap
- +18 Quickness
- +5% Heat
- +5% Cold
- +5% Matter
- Casts: Minor Vitality Drain (Proc)

MAGI NHULI

VD Great Sword

- Sword, Two Handed
- 16.5 DPS
- 5.3 Speed
- 100% Quality
- +3 Sword
- +18 Strength
- +6 Strength cap
- +15 Quickness
- +5 Quickness cap
- +3% to-hit bonus (PvE)
- Casts: Minor Vitality Drain (Proc)

VD Great Axe

- Axe, Two Handed
- 16.5 DPS
- 5.3 Speed
- 100% Quality
- +3 Axe
- +18 Strength
- +6 Strength cap
- +15 Quickness
- +5 Quickness cap
- +3% to-hit bonus (PvE)
- Casts: Minor Vitality Drain (Proc)

VD Martial Arch Hammer

- Hammer, Two Handed
- 16.5 DPS
- 5.1 Speed
- 100% Quality
- +3 Hammer
- +18 Strength
- +6 Strength cap
- +15 Quickness
- +5 Quickness cap
- +3% to-hit bonus (PvE)
- Casts: Minor Vitality Drain (Proc)

VD Bracing Arch Hammer

- Hammer, Two Handed
- 16.5 DPS
- 5.1 Speed
- 100% Quality
- +3 Mending
- +18 Acuity
- +6 Acuity cap
- +6% heal bonus
- +5% buff bonus
- +3% to-hit bonus (PvE)
- Casts: Minor Vitality Drain (x10)

VD Spear

- 16.5 DPS
- 5.4 Speed
- 100% Quality
- +3 Spear
- +18 Strength
- +6 Strength cap

+15 Quickness

- +5 Quickness cap
- +3% to-hit bonus (PvE)
- Casts: Minor Vitality Drain (Proc)

VD Bow

- 16.5 DPS
- 4.6 Speed
- 100% Quality
- +3 Composite Bow
- +18 Dexterity
- +6 Dexterity cap
- +15 Quickness
- +5 Quickness cap
- +3% to-hit bonus (PvE)
- Casts: Bow Cold DD (Proc)

VD Staff

- Classes: Midgard focus casters
- 16.5 DPS
- 4.3 speed
- 100% Quality
- +21 Acuity
- +7% Power
- +7 Acuity cap
- +7 power cap
- +5% spell duration
- +50 IwS ALL focus
- Casts: Amplify Wisdom (x10)

OTR

VD Mighty Ring

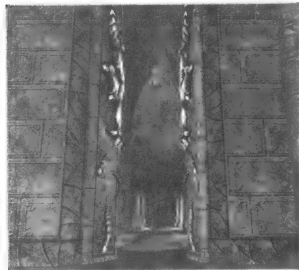
- +18 Strength
- +6 Strength cap
- +6% Heat
- +40 Hits
- +6% Crush
- +4 bonus AF
- Casts: Strong El. of Speed (x10)

VD Mighty Bracer

- +18 Strength
- +6 Strength cap
- +6% Cold
- +40 Hits
- +6% Slash
- +4 hits cap
- Casts: Titan's Strength (x10)

VD Mighty Belt

- +18 Strength
- +6 Strength cap
- +6% Matter
- +40 Hits
- +6% Thrust
- +4 bonus AF
- Casts: Weak El. of Stamina (x10)



VD Mighty Beads

+18 Strength
+6 Strength cap
+6% Body
+40 Hits
+6% Crush
+4 bonus AF
Casts: Aura of Strength (x10)

VD Mighty Jewel

+18 Strength
+6 Strength cap
+6% Spirit
+40 Hits
+6% Slash
+4 hits cap
Casts: Aura of Speed (x10)

VD Mighty Cloak

+18 Strength
+6 Strength cap
+6% Energy
+40 Hits
+6% Thrust
+4 bonus AF
Casts: Instant Counter (x10)

VD Tempered Ring

+15 Constitution
+5 Constitution cap
+40 Hits
+6% Heat
+6% Crush
+4 bonus AF
Casts: Protective Aura of Flame (x10)

VD Tempered Bracer

+15 Constitution
+5 Constitution cap
+40 Hits
+6% Cold
+6% Slash
+4 hits cap
Casts: Aura of Defense (x10)

VD Shield

Medium Shield
16.5 DPS
3.6 Speed
100% Quality
+4 Shield
+18 Dexterity
+6 Dexterity cap
+5% Crush
+5% Slash
+10 bonus AF
Casts: Minor Vitality Drain (Proc)

REGIN

VD Aegis

Large Shield
16.5 DPS
4.2 Speed
100% Quality
+4 Shield
+18 Dexterity
+6 Dexterity cap
+5% Crush
+5% Slash
+10 bonus AF
Casts: Minor Vitality Drain (Proc)

VD Mercurial Ring

+18 Quickness
+6 Quickness cap
+6% Heat
+40 Hits
+6% Crush
+4 bonus AF
Casts: Strong Elixir of Speed (x10)

VD Mercurial Bracer

+18 Quickness
+6 Quickness cap
+6% Cold
+40 Hits
+6% Slash
+4 hits cap
Casts: Titan's Strength (x10)

VD Mercurial Belt

+18 Quickness
+6 Quickness cap
+6% Matter
+40 Hits
+6% Thrust
+4 bonus AF
Casts: Weak Elixir of Stamina (x10)

VD Mercurial Beads

+18 Quickness
+6 Quickness cap
+6% Body
+40 Hits
+6% Crush
+4 bonus AF
Casts: Aura of Strength (x10)

VD Mercurial Jewel

+18 Quickness
+6 Quickness cap
+6% Spirit
+40 Hits
+6% Slash
+4 hits cap
Casts: Aura of Speed (x10)

VD Mercurial Cloak

+18 Quickness
+6 Quickness cap
+6% Energy
+40 Hits
+6% Thrust
+4 bonus AF
Casts: Instant Counter (x10)

VD Tempered Belt

+15 Constitution
+5 Constitution cap
+40 Hits
+6% Matter
+6% Thrust
+4 bonus AF
Casts: Weak Elixir of Healing (x10)

VD Tempered Beads

+15 Constitution
+5 Constitution cap
+40 Hits
+6% Body
+6% Crush
+4 bonus AF
Casts: Strong Elixir of Mending (x10)

TRAPMASTER HOGLAS

VD Velvet Gloves

Cloth, 51 AF
100% Quality
+14 bonus AF
+56 Hits
+48 hits cap
+7% Crush
+7% Body
+1% spell haste
Casts: Impr. Ablative Aura (Rev. Proc)

VD Velvet Boots

Cloth, 51 AF
100% Quality
+21 Acuity
+21 Constitution
+48 Hits
+7% Matter
+12 bonus AF
+1 End

VD Suede Boots

Leather, 102 AF
100% Quality
+21 Quickness
+7 Quickness cap
+7% Thrust
+7% Spirit
+7% Crush
+1 End

VD Suede Gloves

Leather, 102 AF
100% Quality
+21 Dexterity
+7 Dexterity cap
+7% Slash
+7% Matter
+1% melee haste
+3 All Primary Melee
Casts: Impr. Ablative Aura (Rev. Proc)

VD Barbed Boots

Studded, 102 AF
100% Quality
+21 Quickness
+7 Quickness cap
+7% Slash
+7% Matter
+1% melee haste
+3 All Primary Melee
Casts: Impr. Ablative Aura (Rev. Proc)

VD Barbed Gauntlets ...

Studded, 102 AF
100% Quality
+21 Dexterity
+7 Dexterity cap
+7% Thrust
+7% Spirit
+7% Crush
+1 End

VD Ringed Boots

Chain, 102 AF
100% Quality
+21 Quickness
+7 Quickness cap
+7% Slash
+12 bonus AF
+1% melee haste
+3 All Primary Melee

VD Ringed Footgear

Chain, 102 AF
100% Quality
+14 bonus AF
+48 Hits
+48 hits cap
+7% Crush
+7% Body
+2% heal bonus

VD Ringed Gauntlets ...

Chain, 102 AF
100% Quality
+21 Constitution
+7 Constitution cap
+7% Thrust
+7% Spirit
+7% Crush
+1 End
Casts: Weak Elixir of Healing (Rev. Proc)

Darkspire Loot List (Hibernia)

MD = Malevolent Darkspire

ABERTA

MD Mercurial Ring

+18 Quickness
+6 Quickness cap
+6% Heat
+40 Hits
+6% Crush
+4 bonus AF
Casts: Strong Elixir of Speed (x10)

MD Mercurial Bracer

+18 Quickness
+6 Quickness cap
+6% Cold
+40 Hits
+6% Slash
+4 hits cap
Casts: Titan's Strength (x10)

MD Mercurial Belt

+18 Quickness
+6 Quickness cap
+6% Matter
+40 Hits
+6% Thrust
+4 bonus AF
Casts: Weak Elixir of Stamina (x10)

MD Mercurial Beads

+18 Quickness
+6 Quickness cap
+6% Body
+40 Hits
+6% Crush
+4 bonus AF
Casts: Aura of Strength (x10)

MD Mercurial Jewel

+18 Quickness
+6 Quickness cap
+6% Spirit
+40 Hits
+6% Slash
+4 hits cap
Casts: Aura of Speed (x10)

MD Mercurial Cloak

+18 Quickness
+6 Quickness cap
+6% Energy
+40 Hits
+6% Thrust
+4 bonus AF
Casts: Instant Counter (x10)

MD Aegis

Large Shield
16.5 DPS
4.2 Speed
100% Quality
+3 Shield
+22 Dexterity
+7 Dexterity cap
+5% Crush
+5% Slash
+10 bonus AF
Casts: Minor Vitality Drain (Proc)

MD Drum

+18 Charisma
+7 Charisma cap
+6% Cold
+6% Heat
+5% spell duration
+10 bonus AF
Casts: Weak Elixir of Power (x10)

CAPTAIN-COM. LEYN

MD Velvet Sleeves

Cloth, 51 AF
100% Quality
+24 Dexterity
+8 Dexterity cap
+7% Power
-3% debuff duration (PvE)
+1% spell haste
+3 All Casting
Casts: Weak El. of Power (Rev. Proc)

MD Velvet Cap

Cloth, 51 AF
100% Quality
+21 Acuity
+21 Constitution
+48 Hits
+7% Matter
+12 bonus AF
+1 End

MD Suede Armguards ...

Leather, 102 AF
100% Quality
+21 Dexterity
+7 Dexterity cap
+48 Hits
+48 hits cap
+1% spell haste
+3 All Casting
Casts: Weak El. of Stamina (Rev. Proc)

MD Suede Sleeves

Leather, 102 AF
100% Quality
+21 Dexterity
+7 Dexterity cap
+48 Hits
+48 hits cap
+1% melee haste
+3 Envenom
Casts: Weak El. of Stamina (Rev. Proc)

MD Suede Helmet

Leather, 102 AF
100% Quality
+21 Dexterity
+7 Dexterity cap
+48 Hits
+48 hits cap
+12 bonus AF
+1 End
Casts: Weak El. of Healing (Rev. Proc)

MD Barbed Armguards ..

Reinforced, 102 AF
100% Quality
+24 Dexterity
+8 Dexterity cap
+7% Power
-3% debuff duration (PvE)
+1% spell haste
+3 All Casting
Casts: Weak El. of Power (Rev. Proc)

MD Barbed Sleeves

Reinforced, 102 AF
100% Quality
+21 Strength
+7 Strength cap
+48 Hits
+48 hits cap
+1% melee haste
+10 bonus AF
Casts: Weak El. of Stamina (Rev. Proc)

MD Barbed Vambraces ..

Reinforced, 102 AF
100% Quality
+21 Strength
+7 Strength cap
+48 Hits
+48 hits cap
+2% archery haste
+3 Longbow
Casts: Weak El. of Stamina (Rev. Proc)

MD Barbed Helmet

Reinforced, 102 AF
100% Quality
+21 Dexterity
+7 Dexterity cap
+48 Hits
+48 hits cap
+12 bonus AF
+1 End
Casts: Weak El. of Healing (Rev. Proc)

MD Ringed Armguards ...

Scale, 102 AF
100% Quality
+24 Acuity
+8 Acuity cap
+7% Power
-3% debuff duration (PvE)
+1% spell haste
+3 All Casting
Casts: Weak El. of Power (Rev. Proc)

MD Ringed Sleeves

Scale, 102 AF
100% Quality
+21 Strength
+7 Strength cap
+48 Hits
+48 hits cap
+1% melee haste
+10 bonus AF
Casts: Weak El. of Stamina (Rev. Proc)

MD Ringed Cof

Scale, 102 AF
100% Quality
+21 Dexterity
+7 Dexterity cap
+48 Hits
+48 hits cap
+12 bonus AF
+1 End
Casts: Impr. Ablative Aura (Rev. Proc)

DIAN

MD Mighty Ring

+18 Strength
+6 Strength cap
+6% Heat
+40 Hits
+6% Crush
+4 bonus AF
Casts: Strong Elixir of Speed (x10)

MD Mighty Bracer

+18 Strength
+6 Strength cap
+6% Cold
+40 Hits
+6% Slash
+4 hits cap
Casts: Titan's Strength (x10)

MD Mighty Belt

+18 Strength
+6 Strength cap
+6% Matter
+40 Hits
+6% Thrust
+4 bonus AF
Casts: Weak Elixir of Stamina (x10)

MD Mighty Beads

+18 Strength
+6 Strength cap
+6% Body
+40 Hits
+6% Crush
+4 bonus AF
Casts: Aura of Strength (x10)

MD Mighty Jewel

+18 Strength
+6 Strength cap
+6% Spirit
+40 Hits
+6% Slash
+4 hits cap
Casts: Aura of Speed (x10)

MD Mighty Cloak

+18 Strength
+6 Strength cap
+6% Energy
+40 Hits
+6% Thrust
+4 bonus AF
Casts: Instant Counter (x10)

MD Shield

Medium Shield
16.5 DPS
3.6 Speed
100% Quality
+3 Shield
+22 Dexterity
+7 Dexterity cap
+5% Crush
+5% Slash
+10 bonus AF
Casts: Minor Vitality Drain (Proc)

MD Shortbow

16.5 DPS
4.1 Speed
100% Quality
+22 Dexterity

+7 Dexterity cap
+18 Quickness
+5% Heat
+5% Cold
+5% Matter
Casts: Minor Vitality Drain (Proc)

DOTHER

MD Arcane Ring

+18 Acuity
+6 Acuity cap
+6% Heat
+6% Power
+6% Crush
+4 bonus AF
Casts: Withered Vitality (x10)

MD Arcane Bracer

+18 Acuity
+6 Acuity cap
+6% Cold
+6% Power
+6% Slash
+4 power cap
Casts: Crippled Limb (x10)

MD Arcane Belt

+18 Acuity
+6 Acuity cap
+6% Matter
+6% Power
+6% Thrust
+4 bonus AF
Casts: Improved Elixir of Clarity (x10)

MD Arcane Beads

+18 Acuity
+6 Acuity cap
+6% Body
+6% Power
+6% Crush
+4 bonus AF
Casts: Aura of Strength (x10)

MD Arcane Jewel

+18 Acuity
+6 Acuity cap
+6% Spirit
+6% Power
+6% Slash
+4 power cap
Casts: Aura of Speed (x10)

MD Arcane Cloak

+18 Acuity
+6 Acuity cap
+6% Energy
+6% Power
+6% Thrust
+4 bonus AF
Casts: Weak Elixir of Power (x10)

MD Buckler

Small Shield
16.5 DPS
2.7 Speed
100% Quality
+21 Piety
+7 Piety cap
+40 Hits
+2% to-hit bonus (PvE)
+4% spell duration
+6% Power
Casts: Improved Elixir of Clarity (x10)

DUB

MD Velvet Vest:

Cloth, 51 AF
100% Quality
+24 Acuity
+8 Acuity cap
+56 Hits
+2% spell haste
+2% spell duration
+3 All Casting
Casts: Impr. Ablative Aura (Rev. Proc)

MD Velvet Pants

Cloth, 51 AF
100% Quality
+21 Strength
+7 Strength cap
+48 Hits
+12 bonus AF
+1% melee haste

MD Velvet Breeches

Cloth, 51 AF
100% Quality
+21 Constitution
+6 Constitution cap
+7% Thrust
+7% Energy
+14 bonus AF
+1% spell haste
Casts: Weak El. of Healing (Rev. Proc)

MD Suede Jerkin

Leather, 102 AF
100% Quality
+21 Strength
+21 Dexterity
+48 Hits
+2% spell haste
+12 bonus AF
+3 All Casting
Casts: Impr. Ablative Aura (Rev. Proc)

MD Suede Tunic

Leather, 102 AF, 100% Quality
+21 Strength
+21 Dexterity
+48 Hits
+2% melee haste
+12 bonus AF
+3 Stealth
Casts: Impr. Ablative Aura (Rev. Proc)

MD Suede Leggings

Leather, 102 AF, 100% Quality
+24 Constitution
+8 Constitution cap
+56 Hits
-3% debuff duration (PvE)
+1% melee haste
+3 All Primary Melee
Casts: Weak El. of Healing (Rev. Proc)

MD Barbed Vest:

Reinforced, 102 AF, 100% Quality
+21 Acuity
+21 Dexterity
+48 Hits
+2% spell haste
+12 bonus AF
+3 All Casting
Casts: Impr. Ablative Aura (Rev. Proc)

MD Barbed Doublet

Reinforced, 102 AF
100% Quality
+21 Strength
+7 Strength cap
+7% Thrust
+7% Energy
+2% melee haste
+10 bonus AF
Casts: Impr. Ablative Aura (Rev. Proc)

MD Barbed Leggings

Reinforced, 102 AF
100% Quality
+24 Dexterity
+8 Dexterity cap
+56 Hits
-3% debuff duration (PvE)
+1% melee haste
+3 All Primary Melee
Casts: Weak El. of Healing (Rev. Proc)

MD Ringed Hauberk

Scale, 102 AF
100% Quality
+21 Acuity
+7 Acuity cap
+48 Hits
+2% spell haste
+12 bonus AF
+3 All Casting
Casts: Impr. Ablative Aura (Rev. Proc)

MD Ringed Tunic

Scale, 102 AF
100% Quality
+21 Strength
+7 Strength cap
+7% Thrust
+7% Energy
+2% melee haste
+10 bonus AF
Casts: Impr. Ablative Aura (Rev. Proc)

MD Ringed Leggings

Scale, 102 AF
100% Quality
+24 Dexterity
+8 Dexterity cap
+56 Hits
-3% debuff duration (PvE)
+1% melee haste
+3 All Primary Melee
Casts: Weak El. of Healing (Rev. Proc)

MD Ringed Chausses

Scale, 102 AF
100% Quality
+21 Dexterity
+6 Dexterity cap
+7% Thrust
+7% Energy
+14 bonus AF
+1% spell haste
Casts: Weak El. of Healing (Rev. Proc)



GWION BACH

MD Adroit Ring

+15 Dexterity
+5 Dexterity cap
+40 Hits
+6% Heat
+6% Crush
+4 bonus AF
Casts: Protective Aura of Flame (x10)

MD Adroit Bracer

+15 Dexterity
+5 Dexterity cap
+40 Hits
+6% Cold
+6% Slash
+4 hits cap
Casts: Aura of Defense (x10)

MD Adroit Belt

+15 Dexterity
+5 Dexterity cap
+40 Hits
+6% Matter
+6% Thrust
+4 bonus AF
Casts: Weak Elixir of Healing (x10)

MD Adroit Beads

+15 Dexterity
+5 Dexterity cap
+40 Hits
+6% Body
+6% Thrust
+4 bonus AF
Casts: Strong Elixir of Mending (x10)

MD Adroit Jewel

+15 Dexterity
+5 Dexterity cap
+40 Hits
+40% Spirit
+6% Slash
+4 hits cap
Casts: Improved Ablative Aura (x10)

MD Adroit Cloak

+15 Dexterity
+5 Dexterity cap
+40 Hits
+40% Energy
+6% Thrust
+4 bonus AF
Casts: Minor Vitality Drain (x10)

MD Flute

+18 Charisma
+7 Charisma cap
+6% Cold
+6% Heat
+5% spell duration
+10 bonus AF
Casts: Weak Elixir of Power (x10)

KNIGHTSGUARD VALEN

MD Short Sword

Sword, Offhand
16.5 DPS, 3.0 Speed
100% Quality
+3 Celtic Dual
+18 Strength
+6 Strength cap
+15 Quickness
+5 Quickness cap
+3% to-hit bonus (PvE)
Casts: Incendiary Pyre (Proc)

MD Martial Sword

16.0 DPS, 3.6 Speed
100% Quality
+3 Blades
+18 Strength
+6 Strength cap
+15 Quickness
+5 Quickness cap
+3% to-hit bonus (PvE)
Casts: Minor Vitality Drain (Proc)

MD Bracing Sword

16.0 DPS, 3.6 Speed
100% Quality
+3 Regrowth
+18 Acuity
+6 Acuity cap
+6% heal bonus
+5% buff bonus
+3% to-hit bonus (PvE)
Casts: Improved Ablative Aura (x10)

MD Dire Sword

16.0 DPS
3.6 Speed
100% Quality
+3 Blades
+3 Critical Strike
+18 Strength
+6 Strength cap
+18 Quickness
+6 Quickness cap
Casts: Minor Vitality Drain (Proc)

MD Mace

Mace, Offhand
16.6 DPS
2.9 Speed
100% Quality
+3 Celtic Dual
+18 Strength
+6 Strength cap
+15 Quickness
+5 Quickness cap
+3% to-hit bonus (PvE)
Casts: Incendiary Pyre (Proc)

MD Martial Hammer

15.9 DPS
3.7 Speed
100% Quality
+3 Blunt
+18 Strength
+6 Strength cap
+15 Quickness
+5 Quickness cap
+3% to-hit bonus (PvE)
Casts: Minor Vitality Drain (Proc)

MD Bracing Hammer

15.9 DPS
3.7 Speed
100% Quality
+3 Regrowth
+18 Acuity
+6 Acuity cap
+6% heal bonus
+5% buff bonus
+3% to-hit bonus (PvE)
Casts: Improved Ablative Aura (x10)

MD Dirk

Dirk, Offhand
16.8 DPS
2.7 Speed
100% Quality
+3 Celtic Dual
+18 Dexterity
+6 Dexterity cap
+15 Quickness
+5 Quickness cap
+3% to-hit bonus (PvE)
Casts: Incendiary Pyre (Proc)

MD Martial Stiletto

16.4 DPS
3.1 Speed
100% Quality
+3 Piercing
+18 Dexterity
+6 Dexterity cap
+15 Quickness
+5 Quickness cap
+3% to-hit bonus (PvE)
Casts: Minor Vitality Drain (Proc)

MD Dire Stiletto

16.4 DPS
3.1 Speed
100% Quality
+3 Piercing
+3 Critical Strike
+18 Dexterity
+6 Dexterity cap
+18 Quickness
+6 Quickness cap
Casts: Minor Vitality Drain (Proc)

MAGI NHULI

MD Great Sword

Sword, Two Handed
15.2 DPS, 5.2 Speed
100% Quality
+3 Large Weaponry
+18 Strength
+6 Strength cap
+15 Quickness
+5 Quickness cap
+3% to-hit bonus (PvE)
Casts: Minor Vitality Drain (Proc)

MD Great Hammer

Hammer, Two Handed
15.2 DPS, 5.3 Speed
100% Quality
+3 Large Weaponry
+18 Strength
+6 Strength cap
+15 Quickness
+5 Quickness cap
+3% to-hit bonus (PvE)
Casts: Minor Vitality Drain (Proc)

MD Spear

15.2 DPS, 5.4 Speed
100% Quality
+3 Celtic Spear
+18 Strength
+6 Strength cap
+15 Quickness
+5 Quickness cap
+3% to-hit bonus (PvE)
Casts: Minor Vitality Drain (Proc)

MD Bow

15.2 DPS
5.4 Speed
100% Quality
+3 Recurve Bow
+18 Dexterity
+6 Dexterity cap
+15 Quickness
+5 Quickness cap
+3% to-hit bonus (PvE)
Casts: Bow Cold DD (Proc)

MD Staff

Classes: Hibernia focus casters
15.6 DPS
4.3 Speed
100% Quality
+50 Ivs ALL focus
+21 Acuity
+7 Acuity cap
+7% Power
+7 power cap
+5% spell duration
Casts: Amplify Wisdom (x10)

MD Scythe

15.2 DPS
5.2 Speed
100% Quality
+3 Scythe
+18 Strength
+6 Strength cap
+15 Quickness
+5 Quickness cap
+3% to-hit bonus (PvE)
Casts: Minor Vitality Drain (Proc)

PIASTRA

MD Tempered Ring

+15 Constitution
+5 Constitution cap
+40 Hits
+6% Heat
+6% Crush
+4 bonus AF
Casts: Protective Aura of Flame (x10)

MD Tempered Bracer

+15 Constitution
+5 Constitution cap
+40 Hits
+6% Cold
+6% Slash
+4 hits cap
Casts: Aura of Defense (x10)

MD Tempered Belt

+15 Constitution
+5 Constitution cap
+40 Hits
+6% Matter
+6% Thrust
+4 bonus AF
Casts: Weak Elixir of Healing (x10)

MD Tempered Beads

+15 Constitution
+5 Constitution cap
+40 Hits
+6% Body
+6% Crush
+4 bonus AF
Casts: Strong Elixir of Mending (x10)

MD Tempered Jewel

+15 Constitution
+5 Constitution cap
+40 Hits
+6% Spirit
+6% Slash
+4 hits cap
Casts: Improved Ablative Aura (x10)

MD Tempered Cloak

+15 Constitution
+5 Constitution cap

+40 Hits

+6% Energy
+6% Thrust
+4 bonus AF
Casts: Minor Vitality Drain (x10)

MD Lute

+18 Charisma
+7 Charisma cap
+6% Cold
+6% Heat
+5% spell duration
+10 bonus AF
Casts: Weak Elixir of Power (x10)

TRAPMASTER HOGLAS

MD Velvet Gloves

Cloth, 51 AF
100% Quality
+24 Quickness
+8 Quickness cap
+8% Slash
+3% spell duration
+1% melee haste
+3 Scythe
Casts: Impr. Ablative Aura (Rev. Proc)

MD Velvet Glovelets

Cloth, 51 AF
100% Quality
+14 bonus AF
+56 Hits
+48 hits cap
+7% Crush
+7% Body
+1% spell haste
Casts: Impr. Ablative Aura (Rev. Proc)

MD Velvet Boots

Cloth, 51 AF
100% Quality
+21 Constitution
+7 Constitution cap
+6% Power
+6 power cap
+7% Thrust
+1 End

MD Suede Gloves

Leather, 102 AF
100% Quality
+21 Quickness
+7 Quickness cap
+7% Slash
+7% Matter
+1% melee haste
+3 All Primary Melee
Casts: Impr. Ablative Aura (Rev. Proc)

MD Suede Boots

Leather, 102 AF
100% Quality
+21 Constitution
+7 Constitution cap
+7% Thrust
+7% Spirit
+7% Crush
+1 End

MD Barbed Gauntlets

Reinforced, 102 AF
100% Quality
+21 Quickness
+7 Quickness cap
+7% Slash
+7% Matter
+1% melee haste
+3 All Primary Melee

MD Barbed Boots

Reinforced, 102 AF
100% Quality
+21 Constitution
+7 Constitution cap
+7% Thrust
+7% Spirit
+7% Crush
+1 End
Casts: Impr. Ablative Aura (Rev. Proc)

MD Ringed Gloves

Scale, 102 AF
100% Quality
+21 Quickness
+7 Quickness cap
+7% Slash
+12 bonus AF
+1% melee haste
+3 All Primary Melee

MD Ringed Gauntlets

Scale, 102 AF
100% Quality
+14 bonus AF
+48 Hits
+48 hits cap
+7% Crush
+7% Body
+2% heal bonus

MD Ringed Boots

Scale, 102 AF
100% Quality
+21 Constitution
+7 Constitution cap
+7% Thrust
+7% Spirit
+7% Crush
+1 End
Casts: Weak El. of Healing (Rev. Proc)

INSTANCED ADVENTURE WINGS

What can I expect to find inside of an instanced adventure wing?

Adventure wings are extensions of the dungeon that they are built from. You will find monsters similar in level and appearance to those that inhabit the static content in that area. Since monsters in a wing do not respawn, you will find more baddies blocking your immediate path, and your overall experience in adventure wings will be more of a hack and slash session than Mythic has previously been able to offer. Unique encounters have also been created in each wing that occasionally reward you with handmade items not found elsewhere in the game. Last but not least, instanced adventure wings are the only place where you can find Aurilite.

What is Aurilite?

Aurilite is a resource that can be obtained by slaying monsters in instanced adventure wings. This resource is incredibly valuable to the Kobolds, Shar and Inconnu in the Catacombs cities. Thus they have set up shop and offer weapons, items and equipment for all level ranges that can only be obtained by trading with Aurilite. For reference sake, the Aurilite barter system is very similar to the Darkness Falls seals system.

What is the maximum number of players allowed into a single instance?

Eight players — one full group is the maximum number of players allowed in a single instance. Players must remain grouped the entire time that they inhabit the instance in order to remain inside.

What is the minimum number of players allowed into a single instance?

One. As a solo player, you do have access to instanced adventure wings. Please note that while you have the option to enter your own instance, don't count on being able to clear an entire wing alone. Entering a level-appropriate instance will offer monsters that range from green to yellow con when you zone in, but they increase in difficulty as you move through the dungeon.

Do monsters respawn in instanced adventure wings?

Monsters do not respawn in instanced adventure wings. You may find controlled encounters that simulate the respawning of monsters, but there are very few of these.

Do monsters scale in difficulty based upon the members of my group?

Monsters increase in level based on your group's composition, in order to provide a challenging dungeon crawl at all times. This is an area that Mythic will continue to fine tune as needed, and they are looking forward to receiving your feedback based on how scaling plays out in game.

Once I am in an instance, can I invite additional members into my group?

Yes! As long as your group has additional slots available, the leader can invite players from outside of your instance. Once a new player joins your group, he or she will then need to zone into the appropriate entrance and will appear inside of your group's instance.

Does scaling occur on the fly when I add or lose players?

The scaling system does take into account when your group changes size, and adjustments are made on the fly to the difficulty of the dungeon when needed.

"Current area is geared towards 4 Level 36 players." What does that mean?

When zoning into an instance you get a message that indicates how difficult the zone is. If and when scaling takes place, another message will display the new difficulty rating of the zone. Instanced adventures are always geared towards at least 4 players.

Can a Level 50 player hunt in a Nisse's Lair Level 8 instance?

Sure, but all monsters inside will be gray and of no value to that player. Instanced adventure wings have inherent level ranges built into them, just as static zones do.

When will my instance disappear?

As long as there is at least one active player inside of the instance, it will continue to be available.

If I die, what happens to my instance?

Your instanced wing will remain saved for five minutes after the last group member dies.

If I die, what happens to my gravestone?

You will be able to pray at your gravestone when you die in an instance. The grave will be located at the entrance, before zoning into the adventure wing.

If I go link dead or log out does my instance disappear?

The instance is saved for five minutes.

Can I salvage Aurilite armor?

Sure, but this isn't nearly as lucrative as salvaging Darkness Falls items.

Do I need to have Catacombs installed in order to hunt in instanced wings?

Yes, instanced content does require Catacombs.

Is there a camp bonus in instanced adventure wings?

There is an 'instance bonus.' There is no decay rate on this bonus. All monsters in the dungeon offer the bonus. The instance bonus increases as the number of group members increases.

LIST OF WINGS

Albion

INSTANCED ADVENTURE WING	ORIGINATING DUNGEON	PAGE
<i>The Arena</i>	Catacombs of Corvoda	134
<i>The Beastmaster's Den</i>	Tepok's Mine	134
<i>The Betrayer's Den</i>	Keltai Fogou	135
<i>Deliah's Sanctuary</i>	Stonehenge Barrows	135
<i>Depths of Despair</i>	Lower Crypt	136
<i>Forges of Flame</i>	Glashtin Forge	136
<i>Goblin's Cookery</i>	Tepok's Mine	137
<i>The Hall of Reawakening</i>	Tomb of Mithra	137
<i>The Hidden Crypt</i>	Tomb of Mithra	138
<i>Lair of Doom</i>	Catacombs of Corvoda	138
<i>Lair of the Exiled</i>	Abandoned Mines	139
<i>The Lost Wing</i>	Stonehenge Barrows	139
<i>Maze of Tribulation</i>	The Otherworld (The Queen's Lab. area)	140
<i>The Plutonian Shore</i>	Roman Aqueducts	140
<i>The Realm of the Damned</i>	Lower Crypt	141
<i>The Ritual Hall</i>	Keltai Fogou	141
<i>Shafts of the Tenebrae</i>	Abandoned Mines	142
<i>The Smelting Pot</i>	Glashtin Forge	142
<i>Snarg's Grotto</i>	The Frontlines (Nythheim area)	143
<i>Snyblem's Lair</i>	Roman Aqueducts	143

Midgard

INSTANCED ADVENTURE WING	ORIGINATING DUNGEON	PAGE
<i>Arachnid's Labyrinth</i>	Spindelhalla	144
<i>The Burrow</i>	Varulvhamn	144
<i>Caverns of Madness</i>	Nythheim	145
<i>The Cursed Lair</i>	Varulvhamn	145
<i>Den of Bones</i>	Vendo Cave	146
<i>The Haunted Halls</i>	Abandoned Mines	146
<i>Jarlberg's Hideout</i>	Burial Grounds	147
<i>Liche's Unrest</i>	Cursed Tomb	147
<i>Lios's Eternal Rest</i>	Cursed Tomb	148
<i>The Lost Burrow</i>	Vendo Cave	148
<i>Lost Passages</i>	The Otherworld (The Queen's Lab. area)	149
<i>Mark's Workroom</i>	Glashtin Forge	149
<i>The Master's Lair</i>	Spindelhalla	150
<i>Nisse's Retreat</i>	Nisse's Lair	150
<i>Passage of Echoes</i>	Nythheim	151
<i>Rebel Hall Orc Lair</i>	Abandoned Mines	151
<i>Thieves' Den</i>	Burial Grounds	152
<i>Torture Prison</i>	Nisse's Lair	152
<i>Unrestful Tomb</i>	Deadlands of Anrwn (Lower Crypt area)	153
<i>Wolok's Crucible</i>	Glashtin Forge	153

Hibernia

INSTANCED ADVENTURE WING	ORIGINATING DUNGEON	PAGE
<i>The Ancient's Retreat</i>	Treibh Caillte	154
<i>Blathnair's Refuge</i>	The Veil	154
<i>The Brawler's Den</i>	Koalintih Tribal Caverns	155
<i>Broken Mirrors</i>	The Veil	155
<i>The Deep</i>	The Frontlines (Nythheim area)	156
<i>Felena's Sorrow</i>	Koalintih Tribal Caverns	156
<i>The Forgotten Vein</i>	Coruscating Mines	157
<i>The Goblin Workshop</i>	Glashtin Forge	157
<i>Hammerer Hugak's Smithy</i>	Glashtin Forge	158
<i>Inner Sanctum</i>	Deadlands of Anrwn (Lower Crypt area)	158
<i>Maze of Madness</i>	The Queen's Labyrinth	159
<i>The Pit of Despair</i>	Coruscating Mines	159
<i>Rise of the Spraggons</i>	Spraggon Den	160
<i>Rugnog's Haven</i>	Abandoned Mines	160
<i>Serf's Folly</i>	Muire Tomb	161
<i>The Shaman's Inner Sanctum</i>	Treibh Caillte	161
<i>The Shattered Lands</i>	The Queen's Labyrinth	162
<i>The Steward's Crypt</i>	Muire Tomb	162
<i>The Warrens</i>	Spraggon Den	163
<i>The Wolves Den</i>	Abandoned Mines	163

Albion Instanced Adventure Wings

THE ARENA

(from Catacombs of Corvoda)

MOB	LEVEL	AGGRO	ATK.SP	ATTACK	EVASO	SOCIAL
Centurio Crotus praetorii	31	5	3.3	T/T	-	Soc.
Centurio Olivianus praetorii	31	5	3.3	T/T	-	Soc.
centurio pilus posterior	31	5	3.1	T/T	-	Soc.
centurio primus ordines	31	5	3.1	T/T	-	Soc.
Centurio Taras praetorii	31	5	3.3	T/T	-	Soc.
dux	32	5	3.4	T/T	2%	Soc.
eques	34	50	2.7	T/T	7%	-
evocatus Augusti	33	5	3.5	T/T	2%	Soc.
Gladiator Og	39	99	3.5	S/S	10%	Soc.
legatio	33	5	2.9	T/T	2%	Soc.
optio	31	5	3.2	T/T	-	Soc.
praefectus	32	5	3.3	T/T	-	Soc.
praetor	31	5	3.3	T/T	-	Soc.
praetorian guard	33	5	3.5	T/T	2%	Soc.
princeps	32	5	3.2	T/T	-	Soc.
singular	33	50	2.7	T/T	7%	Soc.
The Spirit of Tertius	1	-	4.0	S/S	5%	Soc.
tribune	32	5	3.0	T/T	-	Soc.
vigilis	29	50	3.8	T/T	1%	Soc.

Gladiator Og Loot

Dolor Materia

Staff Classes: Albion focus casters
12.9 DPS

4.6 Speed

99% Quality

+3 Matter Magic

+5% Power

+9 Dexterity

+39 lbs ALL focus

Casts: Ice DD Proc 4 (x10)

Og's Resistant Choker ...

Necklace

+40 Hits

+6% Crush

+4% Slash

+4% Thrust

Gladiatorial Induction

Bracer

+15 Strength

+15 Dexterity

+4% Energy

+4% Cold

Gladiator's Lucky Charm ..

Jewel

+15 Quikness

+40 Hits

+4% Matter

+4% Body

Preliator Laurifer

Sword

12.9 DPS

3.9 Speed

99% Quality

+15 Dexterity

+3 Thrust

+9 Strength

+3% reactionary bonus (PvE)

Casts: Fire DD 4 (Proc)

Excrucio Facio

Sword, Two Handed

12.9 DPS

5.0 Speed

99% Quality

+15 Strength

+3 Two Handed

+9 Dexterity

+3% reactionary bonus (PvE)

Casts: Fire DD 4 (Proc)

THE BEASTMASTER'S DEN

(from Tepok's Mine)

MOB	LEVEL	AGGRO	ATK.SP	ATTACK	EVASO	SOCIAL
angler	28	10	3.8	S/T	-	Soc.
apprentice beastmaster	31	10	3.6	C	-	Soc.
beast	25	55	5.0	C/C	5%	Soc.
Beastmaster Gorn	36	65	3.8	S/S	15%	Soc.
goblin	25	10	3.8	S	-	Soc.
goblin beastmaster	31	10	3.8	S	-	Soc.
goblin imperator	31	90	3.7	S	-	Soc.
goblin monitor	33	90	3.7	S	-	Soc.
goblin patrol leader	27	90	3.7	S/T	-	Soc.
goblin snatcher	31	90	3.7	S	-	Soc.
goblin whip	30	90	3.8	S	-	Soc.
juggernaut	32	90	3.7	C/C	-	Soc.

Beastmaster Gorn Loot

Gorn's Claw-torn Robe ..

Cloth, 36 AF

99% Quality

+5% Power

+8 Dexterity

+20 Hits

+8 Acuity

Vest of Absolution

Cloth, 36 AF

99% Quality

+5% reactionary bonus (PvE)

+8 Constitution

+8 Dexterity

+20 Hits

Beastmaster Bracer

5% defensive bonus (PvE)

+8 Strength

+8 Dexterity

+8 Constitution

Jewel of Mitigation

+5% concentration

+8 Piety

+8 Strength

+20 Hits

Gorn's Gnawed Armguards

Leather, 72 AF

99% Quality

+5% reactionary bonus (PvE)

+8 Strength

+8 Dexterity

+20 Hits

Weathered Pants of Reflex

Cloth, 36 AF

99% Quality

+5% reactionary bonus (PvE)

+8 Strength

+8 Acuity

+20 Hits



THE BETRAYER'S DEN (from Keltai Fogou)

MOB	LEVEL	AGGRO	ATK.SP	ATTACK	EVASOCIAL
Argil The Corrupt	30	65	2.9	C	-
keltai banisher	23	50	3.6	S/T	4% Soc.
keltai familiar	23,25	-	3.5	S/S	1% Soc.
keltai ritualist	23	5	3.8	C	- Soc.
keltai spiritualist	25	5	3.8	C	- Soc.
myrian emissary	25	-	3.8	T	- Soc.
reincarnation of Argil	30	100	4.3	C	-

Reincarnation of Argil Loot

Malignant Argil	Reincarnation Ring
Arm-Guards	+20% experience loss reduction
Chain, 60 AF	+9 Constitution
99% Quality	+16 Hits
+15 Strength	+3% Energy
+9 Constitution	Demon Hide Cloak
+16 Hits	Mantle
+3% Thrust	+15 Strength
Desperate Demon Shield ..	+9 Dexterity
Medium Shield	+3% Body
11.7 DPS	+8% experience loss reduction
3.8 Speed	Archfiend Sleeves
99% Quality	Leather, 60 AF
+3 Shield	99% Quality
+9 Strength	+5% reactionary bonus (PvE)
+6 Dexterity	+9 Quickness
+3% Slash	+6 Constitution
Argil's Earthbound Tunic ..	+16 Hits
Cloth, 30 AF	
99% Quality	
+5% Power	
+24 Hits	
+6 Dexterity	
+6 Acuity	

Choker of Dispute	Barbed Boned Bracer
Necklace	+5% deflection bonus (PvE)
+6% Heat	+15 Dexterity
+6% Matter	+5% reactionary bonus (PvE)
+6% Body	+15 Strength
+6% Spirit	+5 Dexterity cap
+6% Energy	Bone Formed Sleeves
Casts: Regenerative Aura (x10)	Cloth, 51 AF
Bone Formed Leggings ...	99% Quality
Cloth, 51 AF	+3 Rejuvenation
99% Quality	+3 Flexible
+5% bladeturn reinforcement (PvE)	+40 Hits
+15 Dexterity	+5% reactionary bonus (PvE)
+15 Constitution	+15 Strength
+3 Body Magic	Casts: Crippled Limb (Rev. Proc)
+5% Power	
Casts: Withered Vitality (Rev. Proc)	

DELIAH'S SANCTUARY (from Stonehenge Barrows)

MOB	LEVEL	AGGRO	ATK.SP	ATTACK	EVASOCIAL
barrow wight	44	80	3.4	S/S	5% Soc.
Celtic lich	50	80	3.8	C/S	- Soc.
Celtic sepulchre chieftain	52	80	3.4	S/S	3% Soc.
Celtic sepulchre warrior	47	80	3.5	S/S	1% Soc.
creeping ooze	42	-	4.0	C/S	-
dark fire	42	80	3.8	C/S	-
decayed barbarian chieftain	42	80	3.8	C/C	- Soc.
deep goblin	42	80	3.6	T/T	4% Soc.
deep goblin blighter	43	80	3.6	T/T	4% Soc.
ghaoul viper	42	80	3.5	T/S	2% Soc.
grave goblin crusher	43	80	3.6	T/T	1% Soc.
High Priestess Deliah	55	80	3.8	C/C	- Soc.
malefic phantom	47	80	3.8	C/S	- Soc.
megalth wight	46	80	3.3	S/S	5% Soc.
megalthic terror	49	80	3.2	S/S	5% Soc.
ossuary guardian	48	80	3.6	C/S	2% Soc.
pendragon ardent	48	80	3.5	S/S	1% Soc.
pendrake	48	80	3.5	T/S	- Soc.
petrified grove wood	43	-	3.8	C/S	-
sacred soul	43	80	3.8	S/S	- Soc.
scaled fiend	42	80	3.2	T/S	5% Soc.
skeletal druid	44	80	3.8	S/S	- Soc.
skeletal druidess	44	80	3.8	S/S	- Soc.
skeletal high priestess	46	80	3.8	S/S	- Soc.
spectral essence	46	80	3.8	C/S	- Soc.
spectral wizard	47	80	3.8	C/S	- Soc.
spiritual advisor	48	80	3.8	C/S	5% Soc.
stone sentinel	48	80	4.1	C	- Soc.
tomb wight	42	80	3.5	C/S	5% Soc.
vigilant soul	46	80	3.3	S/S	- Soc.

High Priestess Deliah Loot

Vengeance of Deliah	Bone Formed Vest
Mace	Cloth, 51 AF
16.5 DPS	99% Quality
3.5 Speed	+22 Acuity
99% Quality	+15 Dexterity
+4 Flexible	+6% Matter
+15 Strength	+40 Hits
+15 Dexterity	+5 Acuity cap
+5% reactionary bonus (PvE)	Casts: Spirit DD 7 (Rev. Proc)
Casts: Incendiary Pyre (Proc)	Jewel of the Dead Priestess
Deliah's Wand	+40 Hits
Staff	+15 Strength
16.5 DPS	+15 Dexterity
4.4 Speed	+6% Crush
99% Quality	+6% Slash
+22 Acuity	Bone Belt of Blocking
+15 Dexterity	+5% bracing bonus (PvE)
+5% Power	+15 Constitution
+5 Acuity cap	+40 Hits
+50 lbs ALL focus	+6% Thrust
Casts: Spirit DD 7 (x10)	+15 Quickness

DEPTHS OF DESPAIR (from Lower Crypt)

MOB	LEVEL	AGGRO	ATK.SP	ATTACK	EVASO	SOCIAL
<i>Cursed One</i>	45	65	3.1	S/T	-	Soc.
<i>Fallen One</i>	45	65	3.1	S/T	-	Soc.
<i>haunted animator</i>	37	65	2.9	S/T	-	Soc.
<i>haunted deathseeker</i>	41	65	2.9	S/T	-	Soc.
<i>haunted entrancer</i>	41	65	2.9	S/T	-	Soc.
<i>haunted howkeye</i>	41	65	4.7	S/T	20%	Soc.
<i>haunted lieutenant</i>	37	65	3.4	S/T	5%	Soc.
<i>haunted master spy</i>	37	65	2.9	S/T	10%	Soc.
<i>haunted underworld knight</i>	41	65	3.1	S/T	-	Soc.
<i>haunted veteran</i>	41	65	2.5	S/T	5%	Soc.

Cursed One Loot

Cursed Crypt Jambiya ***

Jambiya, Offhand
16.2 DPS
2.9 Speed
99% Quality
+3 Slash
+3 Dual Wield
+15 Strength
+5 Strength cap
+1% reactionary bonus (PvE)
Casts: Incendiary Pyre (Proc)

Cursed Crypt Stiletto ***

Stiletto, Offhand
16.2 DPS
2.8 Speed
99% Quality
+3 Thrust
+3 Dual Wield
+15 Strength
+5 Strength cap
+1% reactionary bonus (PvE)
Casts: Incendiary Pyre (Proc)

Cursed Crypt Hammer **

Hammer, Offhand
16.2 DPS
2.8 Speed
99% Quality
+3 Crush
+3 Dual Wield
+15 Strength
+5 Strength cap
+1% reactionary bonus (PvE)
Casts: Incendiary Pyre (Proc)

Cursed Crypt Shield ****

Small Shield
16.2 DPS
3.0 Speed
99% Quality
+4 Shield
+15 Strength
+5 Strength cap
+1% bracing bonus (PvE)
Casts: Incendiary Pyre (Rev. Proc)

Cursed Crypt Pole Axe **

Axe, Two Handed
16.2 DPS
5.0 Speed
99% Quality
+3 Polearm
+3 Slash
+15 Strength
+5 Strength cap
+1% reactionary bonus (PvE)
Casts: Incendiary Pyre (Proc)

Cursed Crypt Whip *****

Whip
16.2 DPS
3.0 Speed
99% Quality
+4 Flexible
+15 Strength
+5 Strength cap
+2% reactionary bonus (PvE)
Casts: Incendiary Pyre (Proc)

Cursed Crypt Longbow **

Longbow
16.2 DPS
5.4 Speed
99% Quality
+4 Longbow
+15 Dexterity
+5 Dexterity cap
+4% arrow recovery

FORGES OF FLAME (from Glashtin Forge)

MOB	LEVEL	AGGRO	ATK.SP	ATTACK	EVASO	SOCIAL
<i>Forgemaster Gergo</i>	39	55	3.2	C/*	-	Soc.
<i>glashtin armorer</i>	34	5	3.2	C/*	-	-
<i>glashtin artisan</i>	36	5	3.2	C/*	-	-
<i>glashtin forger</i>	34	5	3.2	C/*	-	-
<i>glashtin hammerer</i>	34	5	3.2	C/*	-	-
<i>glashtin hobnail</i>	36	5	3.2	T/*	-	-
<i>glashtin kokah</i>	36	5	3.2	T/*	-	-
<i>glashtin scrappah</i>	36	5	3.2	C/*	-	-
<i>glashtin smith</i>	36	5	3.2	T/*	-	-

Forgemaster Gergo Loot

Gergo's Bracer of

Protection *****
+5% bladeturn reinforcement (PvE)
+15 Acuity
+40 Hits
+3 Acuity cap

Gergo's Bracer of

Extension *****
+5% concentration
+15 Acuity
+40 Hits
+3 Acuity cap

Gergo's Bracer of Reflex **

+5% reactionary bonus (PvE)
+15 Constitution
+40 Hits
+3 Constitution cap

Gergo's Bracer of Evasion **

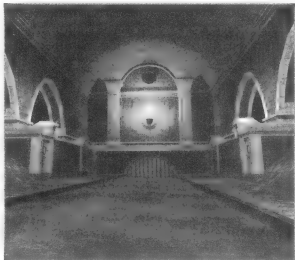
+5% spryness bonus (PvE)
+15 Constitution
+40 Hits
+3 Constitution cap

Gergo's Bracer of

Contentment *****
+5% bracing bonus (PvE)
+15 Constitution
+40 Hits
+3 Constitution cap

Gergo's Bracer of Riposte **

+5% deflection bonus (PvE)
+15 Constitution
+40 Hits
+3 Constitution cap



GOBLIN'S COOKERY (from Tepok's Mine)

MOB	LEVEL	AGGRO	ATK.SP	ATTACK	EVASOCIAL
cave bear	24	10	3.8	S/S	- Soc.
cave bear cub	16	-	3.8	S	- Soc.
cave fisher	22	-	3.6	S/T	- Soc.
cave lion	24	10	3.8	S/S	- Soc.
fisher hatchling	15	-	3.7	S	- Soc.
Gling	29	-	3.8	S	- Soc.
Glong	29	-	3.8	C	- Soc.
goblin	25	10	3.8	S	- Soc.
goblin apprentice	24	90	3.7	S	- Soc.
goblin crawler	23	10	3.5	S/S	- Soc.
goblin watcher	20	10	3.8	S	- Soc.
red dwarf youth	25	10	3.6	S	- Soc.
stalker	18	10	3.8	S	- Soc.
undead miner	20	20	3.7	S	- Soc.
wight	26	90	3.6	S	- Soc.

Gling & Glong Loot

Gling's Bounceback Jewel ..	Glong's Barrier Jewel
5% reactionary bonus (PvE)	+5% bladeturn reinforcement (PvE)
+6 Strength	+6 Dexterity
+6 Dexterity	+6 Intelligence
+6 Constitution	+16 Hits
Gling's Twitchy Bracer ...	Glong's Tempting Bracer ..
5% deflection bonus (PvE)	+5% concentration
+6 Strength	+6 Dexterity
+6 Dexterity	+6 Piety
+6 Constitution	+16 Hits
Gling's Protective Cloak ...	Glong's Protective Cloak ..
+5% bracing bonus (PvE)	+5% Power
+6 Strength	+6 Acuity
+6 Dexterity	+6 Constitution
+6 Constitution	+16 Hits

THE HALL OF REAWAKENING (from Tomb of Mithra)

MOB	LEVEL	AGGRO	ATK.SP	ATTACK	EVASOCIAL
bleeder	10	-	3.0	S/S	- Soc.
botched sacrifice	11	75	3.8	S/S	- Soc.
chilled presence	10	100	3.8	C/C	- Soc.
decaying spirit	8	65	4.2	C/C	- Soc.
devout follower	9	65	4.2	S/S	- Soc.
dreadful cadaver	8	65	4.2	S/S	- Soc.
endless sorrow	9	65	4.2	S/S	- Soc.
fallen cleric	10	75	3.8	C	- Soc.
fallen paladin	11	75	3.8	S/S	- Soc.
forgotten promise	9	65	4.2	C/C	- Soc.
haunting gloom	8	65	4.2	C/S	- Soc.
lingering shade	11	75	3.8	C/C	- Soc.
living entombed	11	75	3.8	S/S	- Soc.
menacing presence	8	100	4.2	C/C	- Soc.
reanimated soul	13	99	3.8	S/S	- Soc.
rotting tombraider	9	65	4.2	C/C	- Soc.
sacrificed slave	10	75	3.8	C/C	- Soc.
spiteful wraith	10	100	3.8	C/C	- Soc.
Thyra the Reanimator	15	75	3.8	C	5% Soc.
tortured soul	9	65	4.2	C/C	- Soc.
undead builder	9	65	4.2	C/C	- Soc.
undead guardsman	9	65	4.2	C/C	- Soc.
undead poacher	9	65	4.2	C/C	- Soc.
unfortunate pragmatic	9	65	4.2	S/S	- Soc.

Thyra the Reanimator Loot

Circlet of Reanimation ..	Barbed Whip of
Cloth, 18 AF	Reanimation
99% Quality	6.6 DPS
+6 Acuity	3.4 Speed
+24 Hits	99% Quality
+2% ablative (PvE)	+2 Flexible
Casts: Amplify Wisdom (x10)	+8 Strength
Reanimator's Circlet:	+2% deflection bonus (PvE)
Studded, 36 AF	Casts: Incendiary Pyre (Proc)
99% Quality	Ring of Reanimation
+6 Constitution	+8 Dexterity
+24 Hits	+8 Constitution
+2% ablative (PvE)	+2% defensive bonus (PvE)
Casts: Lesser Aura of Defense (x10)	Casts: Lesser Aura of Defense (x10)
Mace of Reanimation	
6.6 DPS	
3.1 Speed	
99% Quality	
+2 Crush	
+8 Strength	
+2% reactionary bonus (PvE)	
Casts: Withered Vitality (Proc)	



THE HIDDEN CRYPT (from Tomb of Mithra)

MOB	LEVEL	AGGRO	ATK.SP	ATTACK	EVASO	SOCIAL
botched sacrifice	11	75	3.8	S/S	-	Soc.
cursed believer	13	85	2.9	C/C	-	Soc.
Cynthia the Necromancer	18	99	2.5	C	-	Soc.
disturbed initiate	13	-	2.0	**	-	Soc.
doomed minion	12	85	2.9	C/C	-	Soc.
eternal scream	14	70	2.9	S/S	-	Soc.
fallen paladin	11	75	3.8	S/S	-	Soc.
insidious whisper	14	70	2.9	S/S	-	Soc.
lingering shade	11	75	3.8	C/C	-	Soc.
living entombed	11	75	3.8	S/S	-	Soc.
malevolent disciple	13	85	2.9	C/C	-	Soc.
priest of Mithra	12	65	3.0	S/S	-	Soc.
reanimated necroservant	15	99	3.0	S/S	5%	Soc.
rogue bleeder	13	65	3.0	S/S	-	-
suffering apparition	12	100	2.9	C/C	-	Soc.

Cynthia the Necromancer Loot

Circlet of Necromantic

Illusions
Leather, 42 AF
99% Quality
+9 Constitution
+24 Hits
+3% ablative (PvE)
Casts: Lesser Aura of Strength (x10)

Necromantic Circlet

Chain, 42 AF
99% Quality
+9 Constitution
+24 Hits
+3% ablative (PvE)
Casts: Lesser Aura of Defense (x10)

Sword of Necromantic

Illusions
75 DPS
4.0 Speed
99% Quality
+2 Slash
+10 Strength
+2% deflection bonus (PvE)
Casts: Warrior's Bane (Proc)

Staff of Necromantic

Illusions
Classes: Albion focus casters
75 DPS
4.3 Speed
99% Quality
+6 Ivs ALL focus
+5% Power
+2% to-hit bonus (PvE)
Casts: Amplify Wisdom (x10)

Bracelet of Necromantic

Illusions
+24 Hits
+9 Strength
+3% defensive bonus (PvE)
Casts: Lesser Aura of Defense (x10)

LAIR OF DOOM (from Catacombs of Corvoda)

MOB	LEVEL	AGGRO	ATK.SP	ATTACK	EVASO	SOCIAL
actanius	31	5	4.0	C/S	-	Soc.
blind boogey	30	-	3.0	T/T	-	Soc.
centurio manipularis	31	5	3.3	T/T	-	Soc.
caharstalis	30	5	3.4	T/T	-	Soc.
crypt snake	29	-	4.5	T	-	-
decunior	31	5	3.3	T/T	-	Soc.
draconarius	31	5	3.9	T/T	-	Soc.
immunis	29	5	3.4	T/T	-	Soc.
legionarius	29	5	3.5	T/T	-	Soc.
manipularis	30	5	3.3	T/T	-	Soc.
plebian	20	5	3.5	T/T	-	Soc.
Tesserarius Rica	36	5	4.0	S/S	5%	Soc.
vigilis	29	50	3.8	T/T	1%	Soc.

Tesserarius Rica Loot

Barrier of Tesserarius

Breastplate, Plate
72 AF
99% Quality
+15 Strength
+5% bracing bonus (PvE)
+2 Parry
+20 Hits

Chain Boots of Tesserarius

72 AF
99% Quality
+15 Strength
+5% spryness bonus (PvE)
+8 Dexterity
+20 Hits

Flecked Arms of Evasion ..

Studded, 72 AF
99% Quality
+15 Dexterity
+5% spryness bonus (PvE)
+2 Longbow
+20 Hits

Roman Cloak of Reflex ..

+40 Hits
+6% Slash
+8 Dexterity
+5% reactionary bonus (PvE)

Sectum Debello

Sword
12.0 DPS
3.3 Speed
99% Quality
+3 Slash
+15 Strength
+15 Dexterity
Casts: Fire DD 4 (Proc)

Contego Veneratio

Medium Shield
12.0 DPS
3.6 Speed
99% Quality
+3 Shield
+5% bracing bonus (PvE)
+5% reactionary bonus (PvE)



LAIR OF THE EXILED (from Abandoned Mines)

MOB	LEVEL	AGGRO	ATK.SP	ATTACK	EVASO	SOCIAL
<i>Councilor of the Darkfang</i>	19	75	3.5	C	-	Soc.
<i>Darkfang</i>	25	99	4.5	C	-	Soc.
<i>exiled darkfang apprentice</i>	16	75	4.5	C	-	Soc.
<i>exiled darkfang guard</i>	18	75	3.2	S	-	Soc.
<i>exiled darkfang mystic</i>	18	75	3.5	C	-	Soc.
<i>exiled darkfang thug</i>	18	75	5.2	S	-	Soc.
<i>exiled darkfang vagrant</i>	16	75	2.5	S/T	5%	Soc.
<i>exiled darkfang wylf</i>	18	75	4.5	C	-	Soc.
<i>ghostly darkfang apprentice</i>	19	75	4.5	C	-	Soc.
<i>ghostly darkfang guard</i>	20	75	3.2	S	-	Soc.
<i>ghostly darkfang mystic</i>	19	75	3.5	C	-	Soc.
<i>ghostly darkfang thug</i>	19	75	5.2	S	-	Soc.
<i>ghostly darkfang vagrant</i>	19	75	2.5	S/T	5%	Soc.
<i>ghostly darkfang wylf</i>	21	75	4.5	C	-	Soc.

Darkfang Loot

Guard of Darkfang

Studded, 50 AF
99% Quality
+12 Constitution
+9 Strength
-3 style cost reduction (PvE)

Darkfang's Cracked Helm •

Plate, 50 AF
99% Quality
+12 Strength
+24 Hits
+3% reactionary bonus (PvE)

Reinforced Robe of

Darkfang

Cloth, 25 AF
99% Quality
+12 Acuity
+24 Hits
+3% Power

Darkfang's Lost Locket ••

Necklace
+12 Dexterity
+24 Hits
+4% Thrust

Darkfang's Torn

Undergloves

Cloth, 25 AF
99% Quality
+12 Acuity
+4% Power
+9 Dexterity

Speedy Ghost Gnom

Gloves

Leather, 50 AF
99% Quality
+12 Strength
+9 Dexterity
+24 Hits



THE LOST WING (from Stonehenge Barrows)

MOB	LEVEL	AGGRO	ATK.SP	ATTACK	EVASO	SOCIAL
<i>cave hound</i>	38	80	3.7	T	-	Soc.
<i>decayed barbarian</i>	40	80	3.8	C/C	-	Soc.
<i>decaying tomb raider</i>	36	80	3.8	S/S	-	Soc.
<i>diseased rat</i>	38	80	3.5	T/S	2%	-
<i>glowing goo</i>	36	-	3.9	C/S	-	-
<i>grave goblin</i>	40	80	3.6	T/T	1%	Soc.
<i>grave goblin shaman</i>	38	80	3.6	T/T	-	Soc.
<i>marrow leech</i>	38	80	3.5	T/S	-	-
<i>Nitaleg</i>	45	99	3.9	*/*	-	Soc.
<i>Piece of Nitaleg</i>	30	99	3.9	*/*	-	Soc.
<i>reanimated foe</i>	37	80	3.8	S/S	-	Soc.
<i>redbone skeleton</i>	37	80	3.7	S/S	-	-
<i>repentant follower</i>	37	80	3.7	S/S	-	Soc.
<i>saxophone skeleton</i>	40	80	3.7	S/S	-	Soc.
<i>tunneler</i>	37	5	3.7	T/S	-	-
<i>undead retainer</i>	36	80	3.8	C/S	-	Soc.

Nitaleg Loot

Slime Jambiya of Reflex ••

Jambiya, Offhand
16.2 DPS
2.9 Speed
99% Quality
+3 Slash
+15 Strength
+15 Dexterity
+5% reactionary bonus (PvE)
Casts: Warrior's Bane (Proc)

Slime Studded Protector ••

90 AF
99% Quality
+40 Hits
+15 Constitution
+15 Strength
+5% spryness bonus (PvE)
Casts: Minor Vitality Drain (Rev. Proc)

Slime Chain Protector ••

Hauberk, Chain, 90 AF
99% Quality
+40 Hits
+15 Constitution
+15 Strength
+5% bracing bonus (PvE)
Casts: Minor Vitality Drain (Rev. Proc)

Slime Coated Cloak ••••

+6% Crush
+6% Slash
+6% Thrust
+40 Hits
Casts: Titan's Speed (x10)

Slime Plate Protector •••

Breastplate, Plate
90 AF
99% Quality
+40 Hits
+15 Strength
+15 Strength
+5% reactionary bonus (PvE)
Casts: Minor Vitality Drain (Rev. Proc)

Deflective Slimy Shield ••

Medium Shield
16.2 DPS
3.6 Speed
99% Quality
+15 Strength
+15 Dexterity
+6% Energy
+5% bracing bonus (PvE)
Casts: Crippled Limb (Rev. Proc)

Slimed Friar Staff •••••

Classes: Friar
16.2 DPS
3.4 Speed
99% Quality
+3 Staff
+15 Dexterity
+5% reactionary bonus (PvE)
+5% spryness bonus (PvE)
Casts: Minor Vitality Drain (Proc)

MAZE OF TRIBULATION

(from The Otherworld: The Q's Lab. area)

MOB	LEVEL	AGGRO	ATK.SP	ATTACK	EVASOCIAL
Arch Mage Auros	62	65	3.5	C/C	5% Soc.
disturbed artificer	55	65	3.5	S/T	1% Soc.
disturbed blade dancer	55	65	3.5	S/T	1% Soc.
disturbed gladiator	55	65	3.5	S/T	1% Soc.
disturbed possessor	55	65	3.5	S/T	1% Soc.
disturbed prodigy	55	65	3.5	S/T	1% Soc.
ferocious archon	58	65	3.5	S/T	1% Soc.
ferocious armigerant	58	65	3.5	S/T	1% Soc.
ferocious astralist	58	65	3.5	S/T	1% Soc.
ferocious bladesong	58	65	3.5	S/T	1% Soc.
ferocious hero	58	65	3.5	S/T	1% Soc.
ferocious master marksman	58	65	3.5	S/T	1% Soc.
ferocious master ranger	58	65	3.5	S/T	10% Soc.
ferocious mind weaver	58	65	3.5	S/T	1% Soc.
ferocious paragon	58	65	3.5	S/T	1% Soc.
ferocious seraph	58	65	3.5	S/T	1% Soc.
obstinate consul	58	65	3.5	S/T	1% Soc.
obstinate duelist	58	65	3.5	S/T	10% Soc.
obstinate master archer	58	65	3.5	S/T	1% Soc.
obstinate mystagogue	55	65	3.5	S/T	1% Soc.
obstinate valorant	58	65	3.5	S/T	1% Soc.

Arch Mage Auros Loot

Arch Mage Defender
Medium Shield
16.2 DPS
3.6 Speed
99% Quality
+4 Shield
+15 Strength
+5 Strength cap
+5 Quickness cap
+4% bracing bonus (PvE)
Casts: Incendiary Pyre (Rev. Proc)

Arch Mage Longbow
16.5 DPS
5.3 Speed
99% Quality
+4 Longbow
+15 Dexterity
+5 Dexterity cap
+15 Quickness
+8% arrow recovery
Casts: Bow Fire DD (Proc)

Meridian Sleeves of Night
Leather, 102 AF
99% Quality
+4 Stealth
+3 Envenom
+3 Critical Strike
+15 Dexterity
+12 Strength
Casts: Warrior's Bane (Rev. Proc)

Meridian Sleeves of the
Hunt
Studded, 102 AF
99% Quality
+4 Stealth
+3 Longbow
+3 Shield
+15 Dexterity
+12 Strength
Casts: Warrior's Bane (Rev. Proc)

Meridian Sleeves of Curing
Chain, 102 AF
99% Quality
+22 Acuity
+5 Acuity cap
+3 All Casting
+40 Hits
+12 Dexterity
Casts: Incendiary Pyre (Rev. Proc)

Meridian Marauder Sleeves
Chain, 102 AF
99% Quality
+22 Strength
+5 Quickness cap
+15 Quickness
+5 Strength cap
+32 Hits
Casts: Incendiary Pyre (Rev. Proc)

THE PLUTONIAN SHORE

(from Roman Aqueducts)

MOB	LEVEL	AGGRO	ATK.SP	ATTACK	EVASOCIAL
Nepenthe	22	65	3.8	S/T	4% -
plutonian assassin	22	65	3.8	S/T	10% Soc.
plutonian overseer	19	65	3.8	S/T	2% Soc.
plutonian priest	18	65	3.8	S/T	2% Soc.
plutonian warlord	20	65	3.8	S/T	2% Soc.
plutonian wizard	21	65	3.8	S/T	2% Soc.
Raven	25	65	3.8	S/T	3% -

Raven Loot

Bracer of the Plutonian

Follower
+20 Hits
+3% Matter
+3% Spirit
Casts: Lesser Aura of Strength (x10)

Gem of the Plutonian

Follower
+20 Hits
+3% Body
+3% Energy
Casts: Regenerative Aura (x10)

Belt of the Plutonian

Follower
+20 Hits
+3% Crush
+3% Thrust
Casts: Lesser Aura of Defense (x10)

Shield of the Plutonian

Follower
Small Shield
6.6 DPS
3.0 Speed
99% Quality
+8 Acuity
+8 Dexterity
+20 Hits
Casts: Minor Vitality Drain (Proc)

Great Sword of the

Plutonian Follower
Sword, Two Handed
6.6 DPS
5.1 Speed
99% Quality
+2 Two Handed
+6 Strength
+6 Quickness
Casts: Crippled Limb (Proc)

Meridian Arch Mage

Sleeves
Cloth, 51 AF
99% Quality
+22 Acuity
+5 Acuity cap
+3 All Casting
+15 Constitution
+32 Hits
Casts: Incendiary Pyre (Rev. Proc)

Meridian Chaos Sleeves ..

Cloth, 51 AF
99% Quality
+22 Strength
+5 Strength cap
+3 All Primary Melee
+15 Constitution
+32 Hits
Casts: Warrior's Bane (Rev. Proc)

Meridian Vambraces of

Might
Arms, Plate
102 AF
99% Quality
+22 Strength
+5 Strength cap
+10 Constitution cap
+8 Constitution
+32 Hits
Casts: Incendiary Pyre (Rev. Proc)

THE REALM OF THE DAMNED (from Lower Crypt)

MOB	LEVEL	AGGRO	ATK.SP	ATTACK	EVASO	SOCIAL
crypt maggot	50	99	3.8	S	-	Soc
crypt roach	50	99	3.8	S	-	Soc
demented cavalier prime	52	65	2.9	S/T	4%	Soc
demented dark knight	49	65	3.1	S/T	4%	Soc
demented general	53	65	3.7	S/T	4%	Soc
demented master infiltrator	50	65	2.9	S/T	7%	Soc
demented master reanimator	50	65	2.9	S/T	-	Soc
demented master scout	53	65	2.9	S/T	4%	Soc
demented mercenary master	49	65	2.9	S/T	4%	Soc
demented sorcerer prime	52	65	2.9	S/T	4%	Soc
gargoyle bonesnapper	52	65	2.9	C/C	10%	Soc
Samzun the Necromancer	55	65	2.9	S/T	-	Soc
skeletal minion	50	65	3.8	S/T	-	Soc
stoneskin gargoyle	49	65	2.9	C/C	5%	Soc
Wrmonoc	57	65	2.9	S/T	4%	Soc

Wrmonoc Loot

Cursed Crypt Coif *****

Chain, 102 AF
99% Quality
+22 Acuity
+3 All Casting
+5 Acuity cap
+15 Constitution
+24 Hits
Casts: Withered Vitality (Rev. Proc)

Cursed Crypt Cap*****

Cloth, 51 AF
99% Quality
+22 Acuity
+3 All Casting
+5 Acuity cap
+15 Constitution
+24 Hits
Casts: Aura of Speed (x10)

Cursed Crypt Fleeced

Boots *****

Studded, 102 AF
99% Quality
+22 Dexterity
+3 All Primary Melee
+5 Dexterity cap
+15 Constitution
+24 Hits
Casts: Withered Vitality (Rev. Proc)

Cursed Crypt Assassin

Boots *****

Leather, 102 AF
99% Quality
+22 Dexterity
+3 All Primary Melee
+5 Dexterity cap
+15 Constitution
+24 Hits
Casts: Fire DD 7 (Rev. Proc)

Cursed Crypt Cloth Boots

51 AF

99% Quality
+22 Strength
+3 All Primary Melee
+5 Strength cap
+15 Constitution
+24 Hits
Casts: Crippled Limb (Rev. Proc)

Cursed Crypt Chain Boots

102 AF

99% Quality
+22 Strength
+3 All Primary Melee
+5 Strength cap
+15 Constitution
+24 Hits
Casts: Crippled Limb (Rev. Proc)

THE RITUAL HALL (from Keltio Fogou)

MOB	LEVEL	AGGRO	ATK.SP	ATTACK	EVASO	SOCIAL
Aegina	26	95	4.3	C	5%	Soc
gremlin	20,21	50	3.8	C	-	-
keltio banisher	22	50	3.6	S/T	4%	Soc
keltio eremite	21	-	4.2	C	-	Soc
keltio initiate	20	-	4.0	C	-	Soc
keltio reborn	25	99	4.0	C	-	Call
keltio reduce	22	-	4.3	C	-	Soc
keltio visionary	21	-	3.8	C	-	Soc
Omzig	24	-	3.8	C	-	-

Aegina Loot

Aegina's Influential Robe ..

Cloth, 26 AF
99% Quality
+32 Hits
+9 Dexterity
+3% Power

Bracer of Fortitude *****

+12 Strength
+9 Constitution
+24 Hits

Mantle of Recovery *****

+16% experience loss reduction
+9 Quickness
+4% Slash

Belt of Assurance *****

+4% bladeturn reinforcement (PvE)
+9 Dexterity
+24 Hits

Aegina's Staff of Persuasion

9.0 DPS
4.7 Speed
99% Quality
+4% Power
+9 Dexterity
+9 Acuity
+26 lvs ALL focus

Stiletto of Reflex *****

Stiletto, Offhand
9.0 DPS
2.7 Speed
99% Quality
+3 Thrust
+6 Dexterity
+2% reactionary bonus (PvE)

Cursed Crypt Plate Boots

90 AF
99% Quality
+22 Strength
+3 All Primary Melee
+5 Strength cap
+15 Constitution
+24 Hits
Casts: Withered Vitality (Rev. Proc)

Cursed Crypt Bracer *****

+6% Crush
+6% Slash
+6% Thrust
+6% Energy
+6% Matter
+24 Hits
Casts: Regenerative Aura (x10)

Demonic Longbow of

Descension *****
16.5 DPS
5.5 Speed
99% Quality
+4 Longbow
+15 Dexterity
+15 Quickness
+5 Dexterity cap
+12% arrow recovery
Casts: Bow Cold DD (Proc)

SHAFTS OF THE TENEBRAE (from Abandoned Mines)

MOB	LEVEL	AGGRO	ATK.SP	ATTACK	EVASO	SOCIAL
enslaved tenebrous cleric	28	80	3.8	*/*	10%	Soc.
enslaved tenebrous doorguard	28	99	3.8	*/*	5%	Soc.
enslaved tenebrous infiltrator	28	80	3.8	*/*	20%	Soc.
enslaved tenebrous mercenary	28	80	3.8	*/*	10%	Soc.
enslaved tenebrous necromancer	30	80	3.8	*/*	10%	Soc.
enslaved tenebrous reaver	30	80	3.8	*/*	20%	Soc.
enslaved tenebrous wizard	28	80	3.8	*/*	10%	Soc.
Master Summoner Jhall	36	65	2.9	S/T	4%	-

Master Summoner Jhall Loot

Summoner Jhall's	Jhall's Wedding Ring *****
Armguards	+12 Piety
Chain, 70 AF	+16% experience loss reduction
99% Quality	+32 Hits
+12 Constitution	+9 Constitution
+32 Hits	Jhall's Legs of Reflex *****
+32 hits cap	Leather, 70 AF
+3% reactionary bonus (PvE)	99% Quality
Jhall's Sturdy Greaves *****	+12 Dexterity
Chain, 70 AF	+12 Quickness
99% Quality	+32 Hits
+12 Dexterity	+3% reactionary bonus (PvE)
+32 Hits	Jhall's Flecked Legs of
+5% Thrust	Evasion
+3% defensive bonus (PvE)	Studded, 70 AF
Jhall's Belt of the	99% Quality
Summoner	+12 Dexterity
+12 Dexterity	+5% Slash
+5% Crush	+5% Crush
+4% bracing bonus (PvE)	+3% spryness bonus (PvE)
+24 Hits	

THE SMELTING POT (from Glashtin Forge)

MOB	LEVEL	AGGRO	ATK.SP	ATTACK	EVASO	SOCIAL
aged gargoyle	19	30	4.2	C	-	Soc.
Apprentice Bluarta	19	5	3.2	C/*	-	Soc.
Apprentice Orgo	19	5	3.2	C/*	-	Soc.
brittle gargoyle	16	30	4.2	C	-	Soc.
Forgemaster Zybnarak	21	5	3.2	C/*	-	Soc.
glashtin gab'teen	16	99	3.2	S/S	3%	Soc.
glashtin lil'gab	15	5	3.2	S/S	3%	Soc.
glashtin majoba	17	99	3.2	S/S	3%	Soc.
glashtin odol'tgab	18	99	3.2	S/S	3%	Soc.
glashtin ozzozzin	17	99	3.2	S/S	3%	Soc.
glashtin stikko	16	99	3.2	S/S	3%	Soc.
glashtin whelp	15	99	3.2	S/S	3%	Soc.
hardened gargoyle	20	30	4.2	C	-	Soc.
soft gargoyle	15	30	4.2	C	-	Soc.
weak gargoyle	17	30	4.2	C	-	Soc.
young gargoyle	18	30	4.2	C	-	Soc.

Forgemaster Zybnarak Loot

Earth Forged Cloak of	Earth Forged Cloak of
Reflexes	Evasion
+4% reactionary bonus (PvE)	+4% spryness bonus (PvE)
+8 Strength	+8 Strength
+20 Hits	+20 Hits
Earth Forged Cloak of	Earth Forged Cloak of
Riposte	Reinforcement
+4% deflection bonus (PvE)	+4% bladeturn reinforcement (PvE)
+8 Strength	+8 Acuity
+20 Hits	+20 Hits
Earth Forged Cloak of	Earth Forged Cloak of
Contention	Concentration
+4% bracing bonus (PvE)	+4% concentration
+8 Strength	+8 Acuity
+20 Hits	+20 Hits



SNARG'S GROTT

(from The Frontlines: Nytteheim area)

MOB	LEVEL	AGGRO	ATK.SP	ATTACK	EVASO	SOCIAL
Blessing of Guile	62	99	3.8	*	20%	Soc.
fanatical fist of Kelgor	60	99	3.2	S/T	15%	Soc.
fanatical hand of Bragi	60	99	2.9	S/T	5%	Soc.
fanatical hand of Loki	55	99	2.5	S/T	10%	Soc.
fanatical hand of Odin	60	99	2.9	S/T	5%	Soc.
fanatical hand of Skadi	55	99	3.1	S/T	5%	Soc.
fanatical hand of Tyr	60	99	3.7	S/T	15%	Soc.
fanatical hand of Ymir	60	99	2.9	S/T	5%	Soc.
fanatical tribal chieftain	55	99	2.9	S/T	5%	Soc.
festering hound	55	99	2.9	S/T	10%	Soc.
Lynrock	62	99	2.9	C/C	10%	Soc.
quicksilver gargoyle	55	99	2.9	C/C	5%	Soc.
savage hound	60	99	2.9	S/T	10%	Soc.
Snarg the Chosen One	65	99	2.9	S/T	5%	Soc.
stoneskin gargoyle	60	99	2.9	C/C	10%	Soc.

Snarg the Chosen One Loot

Gullveig's Guard	Snarg's Shank
Small Shield	Dirk, Offhand
16.5 DPS	16.5 DPS
3.0 Speed	3.2 Speed
99% Quality	99% Quality
+4 Rejuvenation	+4 Thrust
+18 Acuity	+18 Strength
+5% Power	+5 Strength cap
+5 Acuity cap	+15 Quickness
+5% bracing bonus (PvE)	+5% reactionary bonus (PvE)
Casts: Withered Vitality (Rev. Proc)	Casts: Incendiary Pyre (Proc)
Barbed Chain of the	Chosen Vest of
Chosen	Destruction
Chain, Slash	Cloth, 51 AF
16.5 DPS	99% Quality
3.8 Speed	+22 Acuity
99% Quality	+6 Acuity cap
+4 Flexible	+3 All Casting
+18 Strength	+40 Hits
+5 Strength cap	+15 Dexterity
+15 Quickness	Casts: Warrior's Bane (Rev. Proc)
+5% reactionary bonus (PvE)	Marauder Gloves of Snarg
Casts: Ice DD 7 (Proc)	Leather, 102 AF
Scrimlet of Snarg	99% Quality
16.5 DPS	+22 Strength
3.4 Speed	+18 Dexterity
99% Quality	+3 All Primary Melee
+4 Slash	+5 Strength cap
+18 Strength	+40 Hits
+5 Strength cap	Casts: Warrior's Bane (Rev. Proc)
+15 Quickness	
+5% reactionary bonus (PvE)	
Casts: Incendiary Pyre (Proc)	

SNYBLEM'S LAIR

(from Roman Aqueducts)

MOB	LEVEL	AGGRO	ATK.SP	ATTACK	EVASO	SOCIAL
plutonian assassin	13	75	3.8	S/T	10%	Soc.
plutonian blade	11	75	3.8	S/T	5%	Soc.
plutonian herbalist	10	75	3.8	S/T	2%	Soc.
plutonian invoker	10	75	3.8	S/T	2%	Soc.
plutonian medium	12	75	3.8	S/T	2%	Soc.
plutonian ritualist	14	75	3.8	S/T	2%	Soc.
plutonian shade	12	75	3.8	**	2%	Soc.
plutonian soothsayer	15	75	3.8	S/T	2%	Soc.
Snyblem	16	75	3.8	S/T	2%	Soc.

Snyblem Loot

Ring of the Watery	Mace of the Watery
Underground	Underground
+9 Acuity	9.6 DPS
+9 Constitution	3.6 Speed
+24 Hits	99% Quality
+3% Crush	+9 Acuity
Casts: Lesser Aura of Strength (x10)	+9 Dexterity
Necklace of the Watery	+9 Constitution
Underground	+3% Energy
+9 Strength	Casts: Elec DD 2 (Proc)
+9 Constitution	Pike of the Watery
+24 Hits	Underground
+3% Slash	9.6 DPS
Casts: Lesser Aura of Defense (x10)	4.7 Speed
Mantle of the Watery	99% Quality
Underground	+2 Polearm
+9 Quickness	+9 Strength
+9 Constitution	+8 Dexterity
+24 Hits	+9 Quickness
+3% Thrust	Casts: Minor Vitality Drain (Proc)
Casts: Regenerative Aura (x10)	

Precise Gloves of Snarg ..	+15 Constitution
Studded, 102 AF	+40 Hits
99% Quality	Casts: Warrior's Bane (Rev. Proc)
+22 Strength	Gauntlets of the Chosen
+6 Strength cap	Plate, 102 AF
+3 All Primary Melee	99% Quality
+15 Constitution	+22 Strength
+40 Hits	+6 Strength cap
Casts: Warrior's Bane (Rev. Proc)	+3 All Primary Melee
Chain Gloves of the	+15 Constitution
Chosen	+40 Hits
102 AF	Casts: Warrior's Bane (Rev. Proc)
99% Quality	
+22 Strength	
+6 Strength cap	
+3 All Primary Melee	

Midgard Instanced Adventure Wings

ARACHNID'S LABYRINTH (from Spindelhalla)

MOB	LEVEL	AGGRO	ATK.SP	ATTACK	EVASO	SOCIAL
arachite grymherre	46	80	2.5	T/T	-	Soc.
arachite impaler	44	80	3.0	T/T	-	Soc.
arachite ingrate	45	80	3.0	T/T	-	Soc.
arachite prelate	44	80	3.3	T/S	-	Soc.
arachite tunnelhost	44	80	3.3	T/S	-	Soc.
arachite vakt	44	80	3.0	T/S	-	Soc.
corrosive bile	15	88	3.9	*	-	Soc.
Matlal Grymherre	48	80	2.5	T/T	15%	Call
spindel	41	25	3.7	T/S	-	Soc.
spindel layer	43	25	3.7	T/S	-	Soc.
spindel silkster	42	25	3.7	T/S	-	Soc.
svartalf arbeteare	40	45	3.8	C/S	-	-
svartalf foreman	41	55	3.8	C/S	-	-
svartalf thrall	38	50	3.8	C/S	-	-

Matlal Grymherre Loot

Atrocious Arachnid Boots
Leather, 96 AF, 99% Quality
+2 All Primary Melee
+10 Strength
+32 Hits
+5% Spirit
+5% Slash
+4% spryness bonus (PvE)
Casts: Minor Vitality Drain (Rev. Proc.)
Atrocious Arachnid
Sleeves
Chain, 96 AF, 99% Quality
+2 All Casting
+10 Acuity
+32 Hits
+5% Spirit
+5% Slash
+4% bracing bonus (PvE)
Casts: Minor Vitality Drain (Rev. Proc.)
Atrocious Arachnid Bow
15.6 DPS, 5.2 Speed, 99% Quality
+2 Composite Bow
+12 Dexterity
+12 Quikness
+14% arrow recovery
-4% debuff duration (PvE)
+2% to-hit bonus (PvE)
Casts: Bow Elec DD (Proc.)
Atrocious Arachnid Axe
Axe, Offhand, 99% Quality
15.6 DPS, 2.9 Speed
+2 Left Axe

+12 Strength
+10 Quikness
+4% reactionary bonus (PvE)
+4% spryness bonus (PvE)
+2% to-hit bonus (PvE)
Casts: Spirit DD 6 (Proc.)
Atrocious Arachn. Greave
Greave, Offhand, 99% Quality
15.6 DPS, 3.3 Speed
+2 Hand to Hand
+12 Strength
+10 Quikness
+4% reactionary bonus (PvE)
+4% spryness bonus (PvE)
+2% to-hit bonus (PvE)
Casts: Minor Vitality Drain (Proc.)
Atrocious Arachnid Cloak
+12 Strength
+12 Constitution
+12 Quikness
+4% reactionary bonus (PvE)
+3% deflection bonus (PvE)
+32 Hits
Casts: Titan's Speed (x10)
Atrocious Arachnid Ring
+12 Acuity
+12 Dexterity
+12 Constitution
+2% to-hit bonus (PvE)
+3% bracing bonus (PvE)
+32 Hits
Casts: Lesser Aura of Defense (x10)

THE BURROW (from Varulvhamn)

MOB	LEVEL	AGGRO	ATK.SP	ATTACK	EVASO	SOCIAL
Advisor Kel	49	20	3.6	C/C	5%	Soc.
Arachne	44	20	3.3	T/T	5%	-
frenetic wolfs spider	43	20	3.5	T/T	-	-
werewolf advisor	43	20	3.6	S/S	1%	Soc.
werewolf elite guard	46	50	3.3	S/S	3%	Soc.
werewolf grimnought	43	25	2.9	S/S	-	Soc.
werewolf noble	39	20	3.6	S/S	1%	Soc.
werewolf prowler	45	25	2.9	S/S	-	Soc.
werewolf royal guard	47,48	50	3.3	S/S	3%	Soc.
werewolf scavenger	44	20	3.2	S/S	4%	Soc.
young frenetic wolfs spider	20	20	3.5	T	-	-

Advisor Kel Loot

Advisor Kel's Staff of
Power
Classes: Midgard focus casters
16.2 DPS
4.6 Speed
99% Quality
+18 Acuity
+6 Acuity cap
+3 Cursing
+6% Power
+50 lvs ALL focus
Casts: Fire DD Proc 6 (x10)
Kel's Regal Torn Vest:
Cloth, 49 AF
99% Quality
+4 Hexing
+40 Hits
+15 Acuity
+4 Acuity cap
Casts: Spirit DD 6 (Rev. Proc.)
Resistant: Gloves of the
Advisor
Cloth, 49 AF
99% Quality
+18 Piety
+15 Quikness
+7% Heat
+7% Energy
Casts: Withered Vitality (Rev. Proc.)

Advisor Kel's Cloak of
Stature
+7% Matter
+7% Heat
+7% Cold
+6% Energy
Casts: Regenerative Aura (x8)
Kel's Resilient Bracer:
+18 Constitution
+18 Strength
+40 Hits
+7% Slash
Casts: Lesser Aura of Defense (x10)
Wolf Torn Pants of the
Advisor
Cloth, 49 AF
99% Quality
+6 power cap
+6% Power
+40 Hits
+18 Acuity
Casts: Minor Vitality Drain (Rev. Proc.)
Kel's Sword of Justification
16.2 DPS
3.0 Speed
99% Quality
+18 Strength
+6 Strength cap
+18 Quikness
+3 Sword
Casts: Fire DD 6 (Proc.)

CAVERNS OF MADNESS (from Nyttheim)

MOB	LEVEL	AGGRO	ATK.SP	ATTACK	EVASO	SOCIAL
ball of energy	50	99	3.7	-	-	-
crazed deceptor	41	65	2.5	S/T	5%	Soc
crazed huntsman	43	65	3.5	S/T	5%	Soc
crazed marauder	38	65	3.2	S/T	2%	Soc
crazed monitor of Ymir	41	65	2.9	S/T	5%	Soc
crazed runemancer	43	65	2.9	S/T	5%	Soc
crazed spiritmancer	39	65	2.9	S/T	2%	Soc
crazed tale-spinner	39	65	2.9	S/T	2%	Soc
crazed tribal elder	44	65	2.9	S/T	5%	Soc
crazed tribal warrior	42	65	2.9	S/T	15%	Soc
Hrundun	50	65	3.1	S/T	5%	Soc
maniacal lord of Sagas	45	65	3.1	S/T	5%	Soc
maniacal spiritist adept	44	65	2.9	S/T	5%	Soc
maniacal warmonger	45	65	3.2	S/T	5%	Soc

Hrundun Loot

Hrundun's Vest

Cloth, 7 AF, 99% Quality
+5% ablative (PvE)

+15 Piety

+40 Hits

+5 Piety cap

+3% Crush

+2% Slash

Casts: Vitality Blight (Rev. Proc)

Hrundun's Jerkin

Leather, 14 AF, 99% Quality

+5% ablative (PvE)

+15 Dexterity

+40 Hits

+5 Dexterity cap

+3% Slash

+2% Thrust

Casts: Vitality Blight (Rev. Proc)

Hrundun's Jerkin

Studded, 16 AF, 99% Quality

+5% ablative (PvE)

+15 Strength

+40 Hits

+5 Strength cap

+3% Thrust

+2% Crush

Casts: Vitality Blight (Rev. Proc)

Hrundun's Hauberk

Chain, 16 AF, 99% Quality

+5% ablative (PvE)

+15 Strength

+40 Hits

+5 Strength cap

+3% Crush

+2% Slash

Casts: Vitality Blight (Rev. Proc)

Hrundun's Cleansing Flame

Axe, Offhand

3.0 DPS

3.2 Speed

99% Quality

-5% debuff duration (PvE)

+15 Strength

+40 Hits

+5 Strength cap

+3% Slash

+2% Thrust

Casts: Immolating Sphere (Proc)

Hrundun's Cleansing Flame

Hammer

3.0 DPS

3.7 Speed

99% Quality

-5% debuff duration (PvE)

+15 Strength

+40 Hits

+5 Strength cap

+3% Thrust

+2% Crush

Casts: Immolating Sphere (Proc)

Hrundun's Cleansing Flame

Sword

2.7 DPS

3.3 Speed

99% Quality

-5% debuff duration (PvE)

+15 Strength

+40 Hits

+5 Strength cap

+3% Crush

+2% Slash

Casts: Immolating Sphere (Proc)

THE CURSED LAIR (from Varulvhamn)

MOB	LEVEL	AGGRO	ATK.SP	ATTACK	EVASO	SOCIAL
crazed lycantic	38	50	3.0	S/S	-	Soc
frenetic wallspider	37	20	3.5	T/T	-	-
Kuruk The Crazed	38	50	3.0	S/S	100%	Soc
Lulf	42	50	3.3	S/S	3%	Soc
werewolf bodyguard	40	50	3.3	S/S	3%	Soc
werewolf churl	36	-	3.8	S/S	-	Soc
werewolf noble	39	20	3.6	S/S	1%	Soc
werewolf scuff	39	30	3.8	S/S	-	Soc
wollour pragmatic	38	-	3.6	S/S	-	Call
wollour quixot	39	-	3.4	S/S	3%	Soc

Lulf Loot

Lulf's Wolf-Torn Shirt

Cloth, 42 AF

99% Quality

+5% bladeturn reinforcement (PvE)

+40 Hits

+12 Dexterity

+12 Piety

Lulf's Patchwork Pants

Leather, 84 AF

99% Quality

+3 Stealth

+3 Critical Strike

+12 Strength

+32 Hits

Lulf's Lost Necklace

-5% debuff duration (PvE)

+15 Constitution

+32 Hits

+5% Energy

Patchwork Pants Belt

+5% reactionary bonus (PvE)

+15 Strength

+5% Slash

+5% Thrust

Lulf's Curse

Ring

+3 Darkness

+40 Hits

+12 Dexterity

+5% Matter

Cloak of the Cursed Lulf

+3 Sword

+3 Parry

+5% Heat

+32 Hits

Lulf's Jewel of Protection

+6% Cold

+5% bladeturn reinforcement (PvE)

+5% Body

+5% Thrust

Hrundun's Cleansing Flame

Spear, Two Handed

3.0 DPS

5.1 Speed

99% Quality

-5% debuff duration (PvE)

+15 Dexterity

+40 Hits

+5 Dexterity cap

+3% Slash

+2% Thrust

Casts: Immolating Sphere (Proc)

Hrundun's Cleansing Flame

Staff Classes: Midgard focus casters

2.7 DPS

4.6 Speed

99% Quality

-5% debuff duration (PvE)

+15 Piety

+40 Hits

+5 Piety cap

+3% Thrust

+2% Crush

Casts: Immolating Sphere (x10)

DEN OF BONES (from Vendo Cave)

MOB	LEVEL	AGGRO	ATK.SP	ATTACK	EVASO	SOCIAL
cave bear	22	70	3.8	S	-	-
cave crawler	18	70	3.8	S	-	Soc.
cave crawler	19,20	70	3.5	S	-	-
cave mauler	21,22	70	3.7	S	-	-
Griz	25	70	3.7	S/S	-	-
small cave mauler	20	70	3.8	S	-	-
vendo guard	21,22	70	3.7	S	-	Soc.
Yure	25	70	3.9	C	-	Soc.

Griz Loot

Spear of the Cave Mauler
10.2 DPS

5.5 Speed

99% Quality

+12 Strength

+9 Dexterity

+3% reactionary bonus (PvE)

Casts: Dark DD 2 (Proc)

Grizzly Axe of the Mauler

Axe, Two Handed

10.2 DPS

5.4 Speed

99% Quality

+14 Strength

+2 Axe

+10% experience loss reduction

Thick Hide Pants of Power

Cloth, 25 AF

99% Quality

+12 Acuity

+3% Power

+9 Dexterity

Brutal Bearguard

Large Shield

10.2 DPS

4.6 Speed

99% Quality

+4% bracing bonus (PvE)

+3% Slash

+3% Thrust

Greaves of Mauling

Greave, Offhand

10.2 DPS

3.0 Speed

99% Quality

+4% reactionary bonus (PvE)

+9 Strength

+9 Dexterity

Grizzly Bear Bow

10.2 DPS

4.0 Speed

99% Quality

+12 Dexterity

+3% arrow recovery

+9 Quickness

THE HAUNTED HALLS (from Abandoned Mines)

MOB	LEVEL	AGGRO	ATK.SP	ATTACK	EVASO	SOCIAL
bound blackmane howler	28,30	30	5.2	S	-	Soc.
bound blackmane oracle	28,30	30	3.5	C	-	Soc.
bound blackmane packmaster	28	30	3.2	S	-	Soc.
bound blackmane ritualist	28	30	4.5	C	-	Soc.
bound blackmane rogue	28	30	2.5	T/T	5%	Soc.
bound blackmane wizard	28	30	4.5	C	-	Soc.
Grand Summoner o.t. Blackmane	36	30	4.5	C	-	Soc.

Grand Summoner of the Blackmane Loot

Vest of the Blackmane ...

Cloth, 35 AF

99% Quality

+5% ablative (PvE)

+15 Piety

+8 Dexterity

+3 Piety cap

+1% Crush

Casts: Regenerative Aura (Rev. Proc)

Jerkin of the Blackmane ..

Leather, 70 AF

99% Quality

+5% ablative (PvE)

+15 Dexterity

+8 Quickness

+3 Dexterity cap

+1% Slash

Casts: Regenerative Aura (Rev. Proc)

Jerkin of the Blackmane ..

Studded, 52 AF

99% Quality

+5% ablative (PvE)

+15 Strength

+8 Dexterity

+3 Strength cap

+1% Thrust

Casts: Regenerative Aura (Rev. Proc)

Hauberk of the Blackmane

Chain, 72 AF

99% Quality

+5% ablative (PvE)

+15 Strength

+8 Constitution

+3 Strength cap

+1% Crush

Casts: Regenerative Aura (Rev. Proc)

Pendant of Avoidance ...

Necklace

+5% bladeturn reinforcement (PvE)

+15 Dexterity

+8 Quickness

+3 Dexterity cap

+1% Slash

Casts: Lesser Aura of Defense (x10)

Jewel of Freedom

Gem

-5% debuff duration (PvE)

+15 Constitution

+8 Piety

+3 Constitution cap

+1% Thrust

Casts: Amplify Wisdom (x10)

Ring of the Dance

+5% defensive bonus (PvE)

+15 Dexterity

+8 Quickness

+3 Dexterity cap

+1% Crush

Casts: Lesser Aura of Strength (x10)

Slippery Shroud

Cloak

+5% spryness bonus (PvE)

+15 Dexterity

+8 Quickness

+3 Dexterity cap

+1% Slash

Casts: Lesser Aura of Speed (x10)

Spirit Guard Girdle

Belt

+20% experience loss reduction

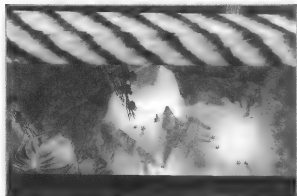
+15 Constitution

+40 Hits

+3 Constitution cap

+1% Thrust

Casts: Lesser Aura of Defense (x10)



JARLSBERG'S HIDEOUT (from Burial Grounds)

MOB	LEVEL	AGGRO	ATK.SP	ATTACK	EVASO	SOCIAL
darkwood brute	10	50	3.2	T/T	-	Soc
darkwood brute	11	50	2.5	T/T	-	Soc
darkwood foxman	10	-	3.4	T/T	-	Soc
darkwood green	9	-	3.0	T/T	-	Soc
darkwood green	10	-	4.0	T/T	-	-
darkwood trickster	10	-	3.4	T/T	-	Soc
darkwood vagrant	10	-	2.8	T/T	-	Soc
darkwood vagrant	11	-	3.4	T/T	3%	Soc
darkwood youth	9,10	-	3.4	T/T	-	-
Jarlsberg	13	99	2.8	S/S	-	Soc
Sergeant Scalawag	14	99	2.8	C/C	-	Soc
shackled soul	10,11	-	3.5	*	-	-

Jarlsberg the Brigand Loot

Cloak of Fleeting Spirits ..	Sash of Fleeting Spirits ...
+8 Strength	+8 Quickness
+20 Hits	+20 Hits
+8% experience loss reduction	+8% experience loss reduction
Chain of Fleeting Spirits ..	Ring of Fleeting Spirits ...
+8 Dexterity	+8 Acuity
+20 Hits	+20 Hits
+8% experience loss reduction	+2% generic focus (PvE)
Trinket of Fleeting Spirits	Wristband of Fleeting
+8 Constitution	Spirits
+20 Hits	+8 Constitution
+8% experience loss reduction	+6 Strength
	+1% to-hit bonus (PvE)



LICHE'S UNREST (from Cursed Tomb)

MOB	LEVEL	AGGRO	ATK.SP	ATTACK	EVASO	SOCIAL
corpse crawler	28	50	3.7	S/S	-	-
dishonored hogbui	29	80	3.8	S/S	-	Soc
draugr hound	25	15	3.8	T/S	-	Soc
Draugr Hound Herder	27	80	3.8	*S	-	Soc
draugr warrior	26,27	80	3.8	*S	-	Soc
Enok	32	60	3.4	*P	10%	Call
poisonous cave spider	28	75	3.6	T/T	-	-
vengeful ghoul	30	60	3.4	S/S	-	Soc
young draugr hound	12	15	3.8	T/S	-	Soc

Draugr Hound Herder Loot

Axe of Transient Spirits ..	Hauberk of Transient
Axe, Two Handed	Spirits
9.6 DPS	Chain, 56 AF
5.2 Speed	99% Quality
99% Quality	+2 Mending
+2 Axe	+14 Piety
+10 Strength	-4% debuff duration (PvE)
-3% debuff duration (PvE)	+3% generic focus (PvE)
+3% reactionary bonus (PvE)	Ring of Transient Spirits ..
Staff of Transient Spirits ..	+8 Acuity
Classes: Midgard focus casters	+10 Constitution
9.6 DPS	-3% debuff duration (PvE)
3.0 Speed	+3% defensive bonus (PvE)
99% Quality	Bracer of Transient Spirits
+28 Ms ALL focus	+2 Stealth
+15 Dexterity	+10 Quickness
-5% debuff duration (PvE)	-3% debuff duration (PvE)
+3% generic focus (PvE)	+3% spryness bonus (PvE)
Shield of Transient Spirits	
Medium Shield	
9.6 DPS	
3.0 Speed	
99% Quality	
+2 Shield	
+10 Strength	
-3% debuff duration (PvE)	
+3% bracing bonus (PvE)	



LIOS'S ETERNAL REST (from Cursed Tomb)

MOB	LEVEL	AGGRO	ATK.SP	ATTACK	EVASO	SOCIAL
cave crab	21,22	-	3.8	T/S	-	-
corpse crawler	22	50	3.7	S/S	-	-
corpse crawler youngling	8	50	3.7	S/S	-	Soc.
cursed spirit	22,23	50	3.8	C/S	-	Soc.
dungeon chitin	22,23	20	3.5	T/S	-	-
dungeon crab	22,23	-	3.8	S/S	-	-
Legs	26	50	3.7	T/T	-	Soc.
Lios	27	75	3.8	C/S	3%	Soc.
Pincher	26	-	1.2	S/S	-	-
tomb sentry	21,23	75	3.8	C/S	-	-
trapped thrall	22,23	-	3.8	C/S	-	-

Lios Loot

Transient Souls Sword ***
Sword, Two Handed
9.0 DPS
5.2 Speed
99% Quality
+2 Sword
+10 Strength
+3 Strength cap
+3% reactionary bonus (PvE)

Transient Souls Spear ***
Spear, Slash, Two Handed
9.0 DPS
5.2 Speed
99% Quality
+2 Spear
+10 Strength
+3 Strength cap
+3% reactionary bonus (PvE)

Transient Souls Claw ***
Claw, Offhand
9.0 DPS
3.2 Speed
99% Quality
+2 Hand to Hand
+10 Strength
+3 Strength cap
+3% reactionary bonus (PvE)

Transient Souls Boots ***
Leather, 52 AF
99% Quality
+1 All Primary Melee
+14 Strength
+32 Hits
+3% ablative (PvE)

Transient Spirits Boots ***
Chain, 52 AF
99% Quality
+1 All Primary Melee
+14 Strength
+32 Hits
+3% ablative (PvE)

Transient Souls Hammer **
9.0 DPS
3.2 Speed
99% Quality
+2 Mending
+10 Dexterity
+3 Dexterity cap
+3% concentration

THE LOST BURROW (from Vendo Cave)

MOB	LEVEL	AGGRO	ATK.SP	ATTACK	EVASO	SOCIAL
albino cave mauler	28	70	3.7	S	-	-
cave ogre	31	70	3.7	S	-	Soc.
cave viper	30	70	3.8	S	-	-
Glug	35	70	3.7	C	-	-
svento	30	70	3.7	S	-	Soc.
Trug	35	70	3.7	C	-	-
vendo guard	27,29	70	3.9	S	-	Soc.
vendo reaver	30	70	3.8	S	-	Soc.
vendo savage	32	60	3.6	S	-	Soc.
vendo yawler	29,30	70	3.8	S	-	Soc.

Glug & Trug Loot

Trug's Travelin' Boots ***
Cloth, 35 AF
99% Quality
+12 Agility
+12 Dexterity
+5% Heat
-3% debuff duration (PvE)

Trug's Walkin' Stick *****
Staff Classes: Midgard focus casters
13.2 DPS
4.3 Speed
99% Quality
+4% Power
+12 Acuity
+12 Dexterity
+35 lbs ALL focus

Trug's Rusty Bracer *****
+12 Quickness
+32 Hits
+5% Cold
+12% experience loss reduction

Glug's Beatin' Gloves ****
Gauntlets, Studded, 70 AF
99% Quality
+3 All Primary Melee
+3% reactionary bonus (PvE)
+9 Strength
+9 Dexterity

Glug's Best Hacker *****
Sword
13.2 DPS
3.3 Speed
99% Quality
+3 Sword
+3% reactionary bonus (PvE)
+9 Strength
+9 Dexterity

Glug's Trusty Shield *****
Small Shield
13.2 DPS
3.0 Speed
99% Quality
+3 Shield
+5% bracing bonus (PvE)
+12 Dexterity



LOST PASSAGES

(from The Otherworld: The Q's Lab. area)

MOB	LEVEL	AGGRO	ATK.SP	ATTACK	EVASO	SOCIAL
Arch Summoner Sayl	62	65	3.5	C/C	5%	Soc.
disturbed artificer	55	65	3.5	S/T	1%	Soc.
disturbed blade dancer	55	65	3.5	S/T	1%	Soc.
disturbed gladiator	55	65	3.5	S/T	1%	Soc.
disturbed possessor	55	65	3.5	S/T	1%	Soc.
disturbed prodigy	55	65	3.5	S/T	1%	Soc.
ferocious armigerant	58	65	3.5	S/T	1%	Soc.
ferocious hero	58	65	3.5	S/T	1%	Soc.
ferocious master marksman	58	65	3.5	S/T	1%	Soc.
ferocious mind weaver	58	65	3.5	S/T	1%	Soc.
ferocious paragon	58	65	3.5	S/T	1%	Soc.
obstinate consul	58	65	3.5	S/T	1%	Soc.
obstinate duelist	58	65	3.5	S/T	10%	Soc.
obstinate master archer	58	65	3.5	S/T	1%	Soc.
obstinate mystagogue	58	65	3.5	S/T	1%	Soc.
obstinate valorant	58	65	3.5	S/T	1%	Soc.

Arch Summoner Sayl Loot

Sayl's Savvy Ring

+6% Power
+15 Acuity
+6 power cap
+5 Acuity cap
-5% debuff duration (PvE)
+4% Defensive bonus (PvE)
Casts: Power regen 3 (x10)

Sayl's Savvy Bracer

+6% Power
+15 Acuity
+6 power cap
+5 Acuity cap
-5% debuff duration (PvE)
+4% Defensive bonus (PvE)
Cast: St/Con +75 (x10)

Sayl's Sturdy Cloak

Manile
+15 Constitution
+6% Energy
+6% Matter
+5% Thrust
+5 Constitution cap
+2% To-hit bonus (PvE)
Casts: Shield +75 (x10)

Sayl's Sturdy Belt

+15 Constitution
+6% Body
+6% Spirit
+5% Energy
+5 Constitution cap
+2% To-hit bonus (PvE)
Casts: Health regen +40 (x10)

Sayl's Sturdy Gem

Jewel
+15 Constitution
+6% Heat
+6% Cold
+5% Matter
+5 Constitution cap
+2% To-hit bonus (PvE)
Casts: Power regen +3 (x10)

Sayl's Sturdy Necklace ...

+15 Constitution
+6% Crush
+6% Slash
+5% Thrust
+5 Constitution cap
+2% To-hit bonus (PvE)
Casts: Health regen +40 (x10)

Sayl's Spirited Ring

+15 Strength
+36 Hits
+5 Strength cap
+36 hits cap
+5% Defensive bonus (PvE)
+5% Reactionary bonus (PvE)
Casts: DoT: 64 per tick (x10)

Sayl's Spirited Bracer ...

+15 Strength
+36 Hits
+5 Strength cap
+36 hits cap
+5% Defensive bonus (PvE)
+5% Reactionary bonus (PvE)
Casts: Melee health buffer (x10)

MARIK'S WORKROOM

(from Glashtin Forge)

MOB	LEVEL	AGGRO	ATK.SP	ATTACK	EVASO	SOCIAL
Forgemaster Marik	41	55	3.2	C/*	-	Soc.
glashtin eldoh slosho	36	99	3.2	S/S	3%	-
glashtin master artisan	38	99	3.2	S/S	3%	-
glashtin master craftsman	38	99	3.2	S/S	3%	-
glashtin master metalworker	38	99	3.2	S/S	3%	-
glashtin master smith	38	99	3.2	S/S	3%	-
glashtin pokah	36	99	3.2	S/S	3%	-
glashtin stabzu	36	99	3.2	S/S	3%	-
glashtin teknishun	36	99	3.2	S/S	3%	-

Forgemaster Marik Loot

Ice Forged Mystic Vest ..

Cloth, 41 AF
99% Quality
+15 Acuity
+5 Acuity cap
+32 Hits
+8 Dexterity
+2 All Casting
Casts: Ice DD 5 (Rev. Proc)

Ice Forged Chain Vest ...

Chain, 41 AF
99% Quality
+15 Acuity
+5 Acuity cap
+32 Hits
+8 Dexterity
+2 All Casting
Casts: Ice DD 5 (Rev. Proc)

Ice Forged Gloves

Leather, 82 AF
99% Quality
+15 Strength
+5 Strength cap
+32 Hits
+20 hits cap
+2 All Primary Melee
Casts: Ice DD 5 (Rev. Proc)

Ice Forged Flecked

Gauntlets, 82 AF
99% Quality
+15 Strength
+5 Strength cap
+32 Hits
+20 hits cap
+2 All Primary Melee
Casts: Ice DD 5 (Rev. Proc)

Ice Forged Chain

Gauntlets
82 AF
99% Quality
+15 Strength
+5 Strength cap
+32 Hits
+20 hits cap
+2 All Primary Melee
Casts: Ice DD 5 (Rev. Proc)

Ice Forged Battle Hammer

13.5 DPS
3.7 Speed
99% Quality
+15 Strength
+5 Strength cap
+3 Hammer
-3 style cost reduction (PvE)
+3 Quickness
Casts: Ice DD 5 (Proc)

Ice Forged Battle Sword ..

13.5 DPS
3.5 Speed
99% Quality
+15 Strength
+5 Strength cap
+3 Sword
-3 style cost reduction (PvE)
+3 Quickness
Casts: Ice DD 5 (Proc)

THE MASTER'S LAIR (from Spindelhalla)

MOB	LEVEL	AGGRO	ATK.SP	ATTACK	EVASOCIAL
cave crow	51	10	3.8	S/S	- Soc.
cursed thulian	51	5	3.0	T/S	- -
deephulk dissembler	51	80	3.0	T/S	- Soc.
deephulk feeder	51	80	3.8	T/S	- Soc.
deephulk manslayer	51	80	3.0	T/T	- Soc.
djupt adjur	52	80	2.6	T/T	- Soc.
djupt usling	51	80	2.6	T/T	- Soc.
djupt vivunder	52	80	2.6	T/T	- Soc.
ekyps gunstling	49	-	3.0	T/S	- Soc.
falling rocks	50	99	4.0	-	- -
fell cat	47	50	3.8	S/S	- -
Ond's Master	55	60	3.8	C/C	- -
undead troll warrior	50	20	3.8	C/C	- -

Ond's Master Loot

Devilish Master's Vest ...

Cloth, 51 AF
99% Quality
+3 All Casting
+15 Piety
+5 Piety cap
+32 Hits
+32 hits cap
+4% bladeturn reinforcement (PvE)
Casts: Minor Vitality Drain (Rev. Proc)

Devilish Master's Leggings

Studded, 102 AF
99% Quality
+3 All Primary Melee
+15 Constitution
+5 Constitution cap
+32 Hits
+32 hits cap
+4% ablative (PvE)
Casts: Incendiary Pyre (Rev. Proc)

Devilish Master's

Gauntlets

Chain, 102 AF
99% Quality
+3 All Primary Melee
+15 Constitution
+5 Constitution cap
+32 Hits
+32 hits cap
+4% ablative (PvE)
Casts: Incendiary Pyre (Rev. Proc)

Devilish Master's Staff ...

Classes: Midgard focus casters
16.5 DPS
4.2 Speed
99% Quality
+50 Ivs ALL focus
+7% Power
+18 Piety
+2% to-hit bonus (PvE)
Casts: Lightning Blast (x10)

Devilish Master's Sword ...

Sword, Two Handed
16.5 DPS
5.3 Speed
99% Quality
+3 Sword
+15 Strength
+15 Quickness
+5% deflection bonus (PvE)
+2% to-hit bonus (PvE)
-3 style cost reduction (PvE)
Casts: Spirit DD 7 (Proc)

Devilish Master's Spear ...

16.5 DPS
5.2 Speed
99% Quality
+3 Spear
+15 Strength
+15 Quickness
+5% deflection bonus (PvE)
+2% to-hit bonus (PvE)
-3 style cost reduction (PvE)
Casts: Incendiary Pyre (Proc)

NISSE'S RETREAT (from Nisse's Lair)

MOB	LEVEL	AGGRO	ATK.SP	ATTACK	EVASOCIAL
Overseer Lith	22	80	3.5	S/S	- Soc.
tornite coltiff	18	80	3.5	S/S	- Call
tornite elder	20	80	3.5	S/S	- -
tornite guard	19	80	3.5	S/S	- -
tornite jager	17	80	3.5	S/S	- Soc.
tornite lookout	19	90	3.7	S/S	- Soc.
tornite seer	19	80	3.5	S/S	- Call
tornite warlord	21	80	3.5	S/S	- Soc.
tornite witch doctor	19	80	3.5	S/S	- Soc.
tornite zealot	19	80	3.5	S/S	- Soc.

Overseer Lith Loot

Overseer Cleaver of

Deflection

Axe, Two Handed

6.6 DPS

4.9 Speed

99% Quality

+5% deflection bonus (PvE)

+3 Axe

+8 Strength

Lith's Guard

Medium Shield

6.6 DPS

3.8 Speed

99% Quality

+5% bracing bonus (PvE)

+8 Quickness

+8 Strength

Overseer Vest of Health ...

Cloth, 18 AF

99% Quality

+15 Acuity

+8 Constitution

+20 Hits

Overseer Gloves of Reflex

Leather, 36 AF

99% Quality

+5% reactionary bonus (PvE)

+8 Strength

+20 Hits

Bracer of Recollection ...

+20% experience loss reduction

+20 Hits

+8 Constitution

Devilish Master's Cloak ...

+5% Power

+15 Acuity

+5 Acuity cap

+40 Hits

+5% Crush

+4% defensive bonus (PvE)

Casts: Amplify Wisdom (x10)

Devilish Master's Ring ...

+3 Parry

+15 Strength

+15 Quickness

+32 Hits

+32 hits cap

+4% defensive bonus (PvE)

Casts: Titan's Speed (x10)

Devilish Master's Gem ...

+3 Stealth

+3 Critical Strike

+40 Hits

+5% Mallet

+5% Body

+4% spryness bonus (PvE)

Casts: Titan's Speed (x10)

PASSAGE OF ECHOES (from Nyttheim)

MOB	LEVEL	AGGRO	ATK.SP	ATTACK	EVASO	SOCIAL
<i>Bjorok the Festering</i>	58	99	2.9	S/T	5%	Soc.
<i>fanatical fist of Kelgar</i>	55	99	3.2	S/T	5%	Soc.
<i>fanatical hand of Brogi</i>	55	99	2.9	S/T	5%	Soc.
<i>fanatical hand of Hel</i>	55	99	2.9	S/T	5%	Soc.
<i>fanatical hand of Loki</i>	50	99	2.5	S/T	5%	Soc.
<i>fanatical hand of Odin</i>	50	99	2.9	S/T	5%	Soc.
<i>fanatical hand of Skadi</i>	50	99	3.1	S/T	5%	Soc.
<i>fanatical hand of Tyr</i>	55	99	3.7	S/T	10%	Soc.
<i>fanatical hand of Ymir</i>	55	99	2.9	S/T	5%	Soc.
<i>fanatical tribal chieftain</i>	50	99	2.9	S/T	5%	Soc.
<i>festering guard hound</i>	55	99	2.9	S/T	10%	Soc.
<i>festering hound</i>	50	99	2.9	S/T	10%	Soc.
<i>quickstride gargoyle</i>	50	99	2.9	C/C	5%	Soc.
<i>savage hound</i>	55	99	2.9	S/T	10%	Soc.
<i>stoneskin gargoyle</i>	55	99	2.9	C/C	5%	Soc.
<i>Zukral the Tainted</i>	59	99	3.7	S/T	20%	Soc.

Zukral the Tainted Loot (Ttd.; Festering = Fst.)

Ttd. Round Shield	+15 Quickness	+5 Strength cap
Small Shield	+2% reactionary bonus	+16 Hits
16.5 DPS	(PvE)	Casts: Warrior's Bane
2.8 Speed	+Casts: Warrior's Bane	(Rev. Proc)
99% Quality	(Proc)	Fst. Fledged Boots
+4 Mending	Fst. Reflex Axe	Studded, 102 AF
+15 Acuity	Axe, Offhand	99% Quality
+5% Power	16.5 DPS	+22 Strength
+5 Acuity cap	2.7 Speed	+15 Quickness
+2% bracing bonus (PvE)	99% Quality	+40 hits cap
Casts: Fire DD 7 (Rev. Proc)	+4 Left Axe	+5 Strength cap
Ttd. Compound	+15 Strength	+16 Hits
Bow	+5 Strength cap	Casts: Warrior's Bane
16.5 DPS	+15 Quickness	(Rev. Proc)
4.0 Speed	+2% reactionary bonus	Fst. Forged Boots
99% Quality	(PvE)	Chain, 102 AF
+4 Composite Bow	Casts: Incendiary Pyre	99% Quality
+15 Dexterity	(Proc)	+22 Strength
+5 Dexterity cap	Ttd. Padded Boots	+15 Quickness
+15 Quickness	Cloth, 51 AF	+40 hits cap
+8% arrow recovery	99% Quality	+5 Strength cap
Casts: Bow Fire DD (Proc)	+22 Acuity	+16 Hits
Festering Great	+5 Acuity cap	Casts: Warrior's Bane
Hammer	+5% Power	(Rev. Proc)
Hammer, Two Handed	+40 Hits	Ttd. Forged Boots
16.5 DPS	+6 Dexterity	Chain, 102 AF
5.0 Speed	Casts: Warrior's Bane	99% Quality
99% Quality	(Rev. Proc)	+22 Acuity
+4 Hammer	Ttd. Fst. Boots	+15 Quickness
+15 Strength	Leather, 102 AF	+40 hits cap
+5 Strength cap	99% Quality	+5 Acuity cap
	+22 Strength	+20 Hits
	+15 Quickness	Casts: Warrior's Bane
	+40 hits cap	(Rev. Proc)

REBEL HALF ORC LAIR (from Abandoned Mines)

MOB	LEVEL	AGGRO	ATK.SP	ATTACK	EVASO	SOCIAL
<i>half orc advisor</i>	28	65	3.4	T/T	10%	Soc.
<i>half orc ambusher</i>	22-26	65	3.4	T/T	10%	Call
<i>half orc assassin</i>	27	65	3.4	T/T	3%	Soc.
<i>half orc bandit</i>	25	65	3.4	T/T	3%	Soc.
<i>half orc eliminator</i>	26	65	3.4	T/T	3%	Soc.
<i>half orc enforcer</i>	26	65	3.4	T/T	3%	Soc.
<i>half orc eradicator</i>	26	65	3.4	T/T	3%	Soc.
<i>half orc executioner</i>	27	65	3.4	T/T	3%	Soc.
<i>half orc guard</i>	28	65	3.4	T/T	7%	Soc.
<i>half orc guardian</i>	25	65	3.4	T/T	3%	Soc.
<i>half orc herbalist</i>	26	65	3.4	T/T	3%	Soc.
<i>half orc marauder</i>	27	65	3.4	T/T	3%	Soc.
<i>half orc overlord</i>	28	65	3.4	T/T	10%	Soc.
<i>half orc overseer</i>	27	65	3.4	T/T	7%	Soc.
<i>half orc raider</i>	27	65	3.4	T/T	3%	Soc.
<i>half orc scavenger</i>	23	15	3.4	T/T	3%	Soc.
<i>half orc sneak</i>	22	65	3.4	T/T	3%	Soc.
<i>half orc soothsayer</i>	25	65	3.4	T/T	3%	Soc.
<i>half orc thief</i>	22	65	3.4	S/S	5%	Soc.
<i>half orc thug</i>	26	65	3.4	T/T	10%	Soc.
<i>half orc tracker</i>	25	65	3.4	T/T	3%	Soc.
<i>Overlord Grishkar</i>	28	65	3.4	T/T	10%	Soc.

Overlord Grishkar Loot (Gr.)

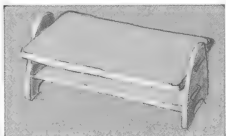
Cap o.t. OvLord	Helm o.t. OvLord	Gr. Featherweight Trident
Cloth, 25 AF	Chain, 52 AF	Two Handed
99% Quality	99% Quality	9.6 DPS, 4.8 Speed
+4% ablative (PvE)	+4% ablative (PvE)	99% Quality
+12 Acuity	+12 Strength	-4 style cost reduc. (PvE)
+6 Dexterity	+6 Constitution	+12 Dexterity
+2 Acuity cap	+2 Strength cap	+6 Quickness
Casts: Light DD 3 (Rev. Proc)	Casts: Light DD 3 (Rev. Proc)	+2 Dexterity cap
Helm o.t. OvLord	Grishkar's Staff of Warding	Casts: Spirit DD 3 (Proc)
Leather, 50 AF		Gr. Dodging Axe
99% Quality	9.6 DPS, 4.3 Speed	Axe, Offhand
+4% ablative (PvE)	99% Quality	9.6 DPS, 3.0 Speed
+12 Dexterity	+4% bladeturn reinforcement (PvE)	99% Quality
+6 Quickness	+12 Acuity	+4% spryness bon. (PvE)
+2 Dexterity cap	+28 lvs ALL focus	+12 Strength
Casts: Light DD 3 (Rev. Proc)	+4 Acuity cap	+6 Constitution
Helm o.t. OvLord	Casts: Spirit DD 3 (Proc)	+2 Strength cap
Studded, 52 AF	(x10)	Casts: Spirit DD 3 (Proc)
99% Quality	Gr. Deflect. Swd.	Grishkar's
+4% ablative (PvE)	9.6 DPS, 3.3 Speed	Shielding Hammer
+12 Strength	99% Quality	9.6 DPS, 3.5 Speed
+6 Dexterity	+4% deflect. bon. (PvE)	99% Quality
+2 Strength cap	+12 Strength	+4% bracing bonus (PvE)
Casts: Light DD 3 (Rev. Proc)	+6 Constitution	+12 Strength
	+2 Strength cap	+6 Constitution
	Casts: Spirit DD 3 (Proc)	+2 Strength cap
		Casts: Spirit DD 3 (Proc)

THIEVES' DEN (from Burial Grounds)

MOB	LEVEL	AGGRO	ATK.SP	ATTACK	EVASOCIAL
darkwood ambusher	20	65	3.4	S/S	3% Call
darkwood enforcer	21	65	3.4	C/C	- Soc.
darkwood forester	20	65	3.4	C/C	3% Soc.
darkwood gatherer	20	15	3.4	C/C	5% Soc.
darkwood marauder	22	65	3.4	S/S	5% Soc.
darkwood petty thief	18	65	3.4	S/S	1% Soc.
darkwood pickpocket	19	65	3.4	S/S	3% Soc.
darkwood tracker	20	65	3.4	S/S	3% Soc.
Fand The Assassin	22	65	3.4	T/T	5% Soc.
Gil The Master Thief	25	100	3.4	T/T	25% Call
Revilo Tswit	20	65	3.4	T/T	3% Soc.

Gil The Master Thief Loot

Fleeting Souls Axe	Fleeting Souls Sleeves ...
Axe, Offhand	Cloth, 28 AF
9.6 DPS	99% Quality
3.0 Speed	+9 Piety
99% Quality	+24 Hits
+2 Left Axe	+12% experience loss reduction
+9 Strength	+3% defensive bonus (PvE)
+12% experience loss reduction	Fleeting Souls Leggings ...
+3% spryness bonus (PvE)	Studded, 56 AF
Fleeting Souls Hammer ..	99% Quality
Hammer, Two Handed	+9 Constitution
9.6 DPS	+24 Hits
5.2 Speed	+12% experience loss reduction
99% Quality	+3% defensive bonus (PvE)
+2 Hammer	Fleeting Souls Bow
+9 Strength	9.6 DPS
+12% experience loss reduction	5.2 speed
+3% spryness bonus (PvE)	99% Quality
Fleeting Souls Buckler ...	+2 composite bow
Small Shield	+9 dexterity
9.6 DPS	+12% experience loss reduction
3.0 Speed	+12% arrow recovery
99% Quality	
+9 Acuity	
+24 Hits	
+12% experience loss reduction	
+3% bracing bonus (PvE)	



TOMTE PRISON (from Nisse's Lair)

MOB	LEVEL	AGGRO	ATK.SP	ATTACK	EVASOCIAL
lair guard	9,10	90	3.7	S/S	- -
lair patrol	10	90	3.7	S/S	- -
List the Warden	14	80	3.5	S/S	- Soc.
prisoner	0	-	3.9	S/S	- -
tomte apprentice	11,12	80	4.4	C/S	- Soc.
tomte cutthroat	10	80	3.7	S/S	3% -
tomte handler	10	90	3.7	S/S	- Call
tomte hoodoo	10,11	80	4.4	C/S	- Soc.
tomte protector	10,11	90	3.7	S/S	- -
tomte shaman	10	80	4.4	C/S	- -
tomte trainer	11	90	3.7	S/S	- Call
tomte warhound	9	85	3.3	T/S	1% Soc.

List the Warden Loot

Tarnished Warden's Blade ..	List's Protector of Hearts
Sword	Chain, 28 AF
5.4 DPS	99% Quality
3.3 Speed	+6 Strength
99% Quality	+6 Constitution
+24% deflection bonus (PvE)	+16 Hits
+6 Strength	Pendant of Warding
+6 Quickness	Necklace
List's Last Guard	+6 Strength
Small Shield	+6 Constitution
5.4 DPS	+3% Crush
2.8 Speed	Shrouded Ward Cloak ...
99% Quality	+6 Quickness
+24% bracing bonus (PvE)	+16 Hits
+6 Dexterity	+8% experience loss reduction
+24% reactionary bonus (PvE)	



UNRESTFUL TOMB

(from Deadlands of Annwn: Low, Cr. area)

MOB	LEVEL	AGGRO	ATK.SP	ATTACK	EVASO	SOCIAL
Corak the Shadow Master	65	99	2.9	S/T	20%	-
demented cabalist prime	60	99	2.9	S/T	4%	Soc.
demented dark knight	55	99	3.1	S/T	10%	Soc.
demented general	60	99	3.7	S/T	20%	Soc.
demented master infiltrator	60	99	2.9	S/T	20%	Soc.
demented master reanimator	55	99	2.9	S/T	-	Soc.
demented mercenary master	55	99	2.9	S/T	20%	Soc.
demented sorcerer prime	60	66	2.9	S/T	4%	Soc.
ghosted hound	55	65	2.9	S/T	5%	Soc.
Morngrul	55	99	2.9	S/T	20%	Soc.
quickstride gargoyles	55	99	2.9	C/C	5%	Soc.
shadow inconnu	60	99	3.7	S/T	20%	Soc.
shadow phantom	50	99	2.9	S/T	20%	Soc.
shadow skeleton	45	99	3.1	S/T	10%	Soc.
Shadroth	50	99	3.1	S/T	20%	Soc.
stoneskin gargoyles	60	99	2.9	C/C	5%	Soc.
tortured hound	60	99	2.9	S/T	5%	Soc.
Zhulak	62	99	3.7	S/T	20%	Soc.

Corak the Shadow Master Loot

Shadow Bound Shield ...	+15 Quickness
Medium Shield	+5% reactionary bonus (PvE)
16.5 DPS	Casts: Spirit DD 7 (Proc)
3.6 Speed	Shadow Bound Great Axe
99% Quality	Axe, Two Handed
+4 Shield	16.5 DPS
+18 Strength	4.9 Speed
+5% reactionary bonus (PvE)	99% Quality
+5 Strength cap	+4 Axe
+5% bracing bonus (PvE)	+18 Strength
Casts: Spirit DD 7 (Rev. Proc)	+5 Strength cap
Shadow Bound	+15 Quickness
Moon Claw	+5% reactionary bonus (PvE)
Claw, Offhand	Casts: Spirit DD 7 (Proc)
16.5 DPS	Shadow Woven Vest
2.8 Speed	Cloth, 51 AF
99% Quality	99% Quality
+4 Hand to Hand	+22 Acuity
+18 Strength	+6 Acuity cap
+5 Strength cap	+3 All Casting
+15 Quickness	+40 Hits
+5% reactionary bonus (PvE)	+15 Dexterity
Casts: Spirit DD 7 (Proc)	Casts: Spirit DD 7 (Rev. Proc)
Shadow Bound	Shadow Sewn Gloves ...
Great Sword	Leather, 102 AF
Sword, Two Handed	99% Quality
16.5 DPS	+22 Strength
4.9 Speed	+18 Dexterity
99% Quality	+3 All Primary Melee
+4 Sword	+5 Strength cap
+18 Strength	+40 Hits
+5 Strength cap	Casts: Spirit DD 7 (Rev. Proc)

WOLAK'S CRUCIBLE

(from Glashtin Forge)

MOB	LEVEL	AGGRO	ATK.SP	ATTACK	EVASO	SOCIAL
aged gargoyles	24	30	4.2	C	-	Soc.
Apprentice Hagnash	25	5	3.2	C/*	-	Soc.
Apprentice Jugdish	25	5	3.2	C/*	-	Soc.
Forgemaster Wolak	27	5	3.2	C/*	-	Soc.
glashtin gob teen	22	99	3.2	S/S	3%	Soc.
glashtin lil'gob	21	5	3.2	S/S	3%	Soc.
glashtin moyobo	24	99	3.2	S/S	3%	Soc.
glashtin odall'gob	24	99	3.2	S/S	3%	Soc.
glashtin oazzoin	24	99	3.2	S/S	3%	Soc.
glashtin stikka	23	99	3.2	S/S	3%	Soc.
glashtin whelp	21	99	3.2	S/S	3%	Soc.
hardened gargoyles	25	30	4.2	C	-	Soc.
soft gargoyles	21,22	30	4.2	C	-	Soc.
weak gargoyles	23	30	4.2	C	-	Soc.
young gargoyles	23	30	4.2	C	-	Soc.

Forgemaster Wolak Loot

Ice Forged Cloak of	Ice Forged Cloak of
Reflexes	Evasion
+4% reactionary bonus (PvE)	+4% spryness bonus (PvE)
+12 Strength	+12 Strength
+20 Hits	+20 Hits
Ice Forged Cloak of	Ice Forged Cloak of
Riposte	Reinforcement
+4% deflection bonus (PvE)	+4% bladeturn reinforcement (PvE)
+12 Strength	+12 Acuity
+20 Hits	+20 Hits
Ice Forged Cloak of	Ice Forged Cloak of
Contention	Concentration
+4% bracing bonus (PvE)	+4% concentration
+12 Strength	+12 Acuity
+20 Hits	+20 Hits
Shadow Flecked Gauntlets	Shadow Forged Hauberk ..
Studded, 102 AF	Chain, 102 AF
99% Quality	99% Quality
+22 Strength	+22 Acuity
+6 Strength cap	+6 Acuity cap
+3 All Primary Melee	+3 All Casting
+15 Constitution	+15 Constitution
+40 Hits	+40 Hits
Casts: Spirit DD 7 (Rev. Proc)	Casts: Spirit DD 7 (Rev. Proc)
Shadow Forged Gloves ..	
Chain, 102 AF	
99% Quality	
+22 Strength	
+6 Strength cap	
+3 All Primary Melee	
+15 Constitution	
+40 Hits	
Casts: Spirit DD 7 (Rev. Proc)	

Hibernia Instanced Adventure Wings

THE ANCIENT'S RETREAT (from Treibh Caillte)

MOB	LEVEL	AGGRO	ATK.SP	ATTACK	EVASO	SOCIAL
arachnite	32	25	3.8	T/S	-	Soc.
lair worm	30	-	3.8	T/S	-	-
Melgron the Ancient	34	99	3.8	C/S	-	Soc.
Melgron's Servant	28	99	3.8	C/S	-	Soc.
scaaggar	32	5	3.8	C/S	-	Soc.
troglodyte	30	25	3.8	C/S	-	Soc.
ursine dweller	39	50	3.8	S/S	-	Soc.
ursine thrall	32	15	3.8	C/S	-	Soc.
ursine warrior	32	50	3.8	C/S	-	Soc.

Melgron the Ancient Loot

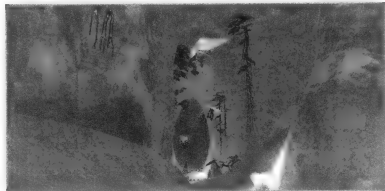
Ancient Cloak of Reflexes +5% reactionary bonus (PvE)	Ancient Cloak of Evasion +5% spryness bonus (PvE)
+15 Dexterity	+15 Dexterity
+20 Hits	+20 Hits
+20 hits cap	+20 hits cap
Ancient Cloak of Riposte +5% deflection bonus (PvE)	Ancient Cloak of Reinforcement
+15 Strength	+5% bladeturn reinforcement (PvE)
+20 Hits	+15 Acuity
+20 hits cap	+20 Hits
Ancient Cloak of Contention	+20 hits cap
+5% bracing bonus (PvE)	Ancient Cloak of Concentration
+15 Strength	+5% concentration
+20 Hits	+15 Acuity
+20 hits cap	+20 Hits
	+20 hits cap

BLATHNAIT'S REFUGE (from The Veil Rift)

MOB	LEVEL	AGGRO	ATK.SP	ATTACK	EVASO	SOCIAL
dark elf adept	9	99	3.8	S/T	10%	Soc.
dark elf charmer	9	99	3.8	S/T	10%	Soc.
dark elf seneschal	10	99	3.8	S/T	2%	Soc.
dark elf veilwalker	10	99	3.8	S/T	2%	Soc.
marroch gargoyle	8,10	99	4.2	C/C	2%	Soc.
Nemnal	10	99	3.8	S/T	10%	Soc.
Princess Blathnait	12	99	3.8	S/T	-	Soc.
scaanagh archer	10	99	3.8	*/*	10%	Soc.
scaanagh blade weaver	10	99	3.8	*/*	5%	Soc.
scaanagh conjurer	9	99	3.8	*/*	10%	Soc.
scaanagh glamourist	10	99	3.8	*/*	10%	Soc.
scaanagh guardian	10	99	3.8	*/*	10%	Soc.
scaanagh song weaver	9	99	3.8	*/*	10%	Soc.

Princess Blathnait Loot

Veil Dark Staff	Veil Cloak of Health
4.8 DPS	+6 Dexterity
52 Speed	+6 Constitution
99% Quality	+16 Hits
+2% bladeturn reinforcement (PvE)	Veil Gem of Health
+6 Acuity	+6 Strength
+2% generic focus (PvE)	+6 Constitution
+12 lvs ALL focus	+16 Hits
Venom Veil Dagger	Veil Belt of Body and Mind
4.8 DPS	+6 Acuity
2.8 Speed	+6 Constitution
99% Quality	+16 Hits
+6 Strength	Veil Bracer of Health
+6 Dexterity	+6 Strength
+2% reactionary bonus (PvE)	+6 Constitution
	+16 Hits



THE BRAWLER'S DEN (from Koalinth Tribal Caverns)

MOB	LEVEL	AGGRO	ATK.SP	ATTACK	EVASO	SOCIAL
cave toad	18	-	3.8	C/S	-	Soc.
koalinth bouncer	20	99	4.4	S/S	5%	Soc.
Koalinth Ring Announcer	24	-	4.4	T/T	25%	Soc.
koalinth sentinel	18	99	4.4	S/S	5%	Soc.
koalinth spectator	20	99	4.4	S/S	5%	-
koalinth warden	20	99	4.4	S/S	5%	Soc.
koalinth warder	20	80	4.4	C/S	-	Soc.
koalinth wrestler	20	99	4.4	S/S	5%	-
poisonous cave toad	20	-	3.8	C/S	-	Soc.
watery escort	18	99	4.4	S/S	5%	Soc.
Wrestler Grub	24	-	4.4	S/S	5%	Soc.

Koalinth Ring Announcer & Wrestler Grub Loot

Koalinth Belt of Protection
+5% bladeturn reinforcement (PvE)
+8 Acuity
+20 Hits

Koalinth Belt of Extension
+5% concentration
+8 Acuity
+20 Hits

Koalinth Belt of Reflex ...
+5% reactionary bonus (PvE)
+8 Strength
+20 Hits

Koalinth Belt of Evasion ...
+5% spryness bonus (PvE)
+8 Strength
+20 Hits

Koalinth Belt of
Contention
+5% bracing bonus (PvE)
+8 Strength
+20 Hits

Koalinth Belt of Riposte ...
cloak
+5% deflection bonus (PvE)
+8 Strength
+20 Hits

BROKEN MIRRORS (from The Veil Rift)

MOB	LEVEL	AGGRO	ATK.SP	ATTACK	EVASO	SOCIAL
dark elf blackguard	20	80	3.8	S/T	5%	Soc.
dark elf blademaster	20	80	3.8	S/T	10%	Soc.
dark elf enchanter	22	80	3.8	S/T	-	Soc.
dark elf mentalist	22	80	3.8	S/T	-	Soc.
dark elf nightshade	22	80	3.8	S/T	5%	Soc.
Fragment of Sgathan	20	99	3.8	S/T	-	Soc.
marroch gargoyle	22	99	4.2	C/C	5%	Soc.
Saranus	22	80	3.8	S/T	10%	Soc.
scaanagh darkshade	22	99	3.8	*/*	5%	Soc.
scaanagh defender	22	99	3.8	*/*	2%	Soc.
scaanagh healer	20	99	3.8	*/*	-	Soc.
scaanagh magius	20	99	3.8	*/*	-	Soc.
scaanagh protector	22	99	3.8	*/*	2%	Soc.
Sgathan	25	-	3.8	S/T	-	-

Sgathan Loot

Sgathan's Torn Leggings ...
Cloth, 25 AF
99% Quality
+12 Acuity
+4 Acuity cap
+24 Hits

Sgathan's Worn Arm
Guards
Leather, 50 AF
99% Quality
+12 Strength
+12 Dexterity
+24 Hits

Dark Elf Flecked Gloves ...
Reinforced, 50 AF
99% Quality
+12 Strength
+12 Dexterity
+24 Hits

Sgathan's Flecked Gloves ...
Reinforced, 50 AF
99% Quality
+12 Constitution
+12 Acuity
+24 Hits

Dark Elf Highborn Gloves
Scale, 50 AF
99% Quality
+12 Constitution
+12 Acuity
+24 Hits

Dark Elf Battleborn
Leggings
Scale, 50 AF
99% Quality
+12 Strength
+12 Constitution
+24 Hits



THE DEEP (from The Frontlines: Nyttheim area)

MOB	LEVEL	AGGRO	ATK.SP	ATTACK	EVASOIAL	
fanatical fist of Kelgor	60	99	3.2	S/T	15%	Soc.
fanatical hand of Bragi	60	99	2.9	S/T	5%	Soc.
fanatical hand of Loki	55	99	2.5	S/T	10%	Soc.
fanatical hand of Odin	60	99	2.9	S/T	5%	Soc.
fanatical hand of Skadi	55	99	3.1	S/T	5%	Soc.
fanatical hand of Tyr	60	99	3.7	S/T	15%	Soc.
fanatical hand of Ymir	60	99	2.9	S/T	5%	Soc.
fanatical tribal chieftain	55	99	2.9	S/T	5%	Soc.
Fengrol the Devourer	62	99	2.9	S/T	20%	Soc.
festering hound	55	99	2.9	S/T	10%	Soc.
Marak	65	99	3.2	S/T	20%	Soc.
Marak's nightmare	55	99	2.5	S/T	10%	Soc.
quicksnide gargoyle	55	99	2.9	C/C	5%	Soc.
savage hound	60	99	2.9	S/T	10%	Soc.
stoneskin gargoyle	60	99	2.9	C/C	10%	Soc.

Marak Loot

Nightmare Ward	+5 Constitution cap
Medium Shield	+40 hits cap
16.5 DPS	+6% Slash
3.7 Speed	Casts: Regenerative Aura (x10)
99% Quality	Marak's Ring of Power ...
+4 Shield	+20 Acuity
+18 Strength	+5 power cap
+5 Strength cap	+5 Acuity cap
+15 Dexterity	+40 Hits
+5% bracing bonus (PvE)	+6% Power
Casts: Crippled Limb (Rev. Proc)	Casts: Amplify Wisdom (x10)
Nightmare Fang	Nightmare Photosynthesis
Rapier	Staff
16.5 DPS	Classes: Hibernia focus casters
3.9 Speed	16.5 DPS
99% Quality	4.7 Speed
+4 Piercing	99% Quality
+18 Strength	+4 Verdant Path
+5 Strength cap	+18 Acuity
+15 Dexterity	+5 Acuity cap
+5% reactionary bonus (PvE)	+5% Power
Casts: Elec DD 7 (Proc)	+3 Arboreal Path
Nightmare Blade	+50 Ms ALL focus
Sword	Casts: Flame Blast (x10)
16.5 DPS	Nightmare Banshee Staff ..
4.2 Speed	Classes: Hibernia focus casters
99% Quality	16.5 DPS
+4 Blades	4.7 Speed
+15 Strength	99% Quality
+5 Strength cap	+18 Acuity
+15 Quickness	+4 Spectral Guard
+5% reactionary bonus (PvE)	+6 Acuity cap
Casts: Elec DD 7 (Proc)	+3 Phantasmal Wall
Marak's Ring of Health ...	+5% Power
+18 Constitution	+15 Acuity
+48 Hits	+50 Ms ALL focus
	Casts: Flame Blast (x10)

FELENA'S SORROW (from Koalinth Tribal Caverns)

MOB	LEVEL	AGGRO	ATK.SP	ATTACK	EVASOIAL
aqueous slug	26	99	3.8	S/S	- Soc.
Cursed Toad	31	-	3.8	C/S	- Soc.
Feleena	21	-	3.8	C/S	- Call
High Priest Kool	28	99	4.4	C/C	-
Horned Cave Toad	26	-	3.8	C/C	- Soc.
Koalinth Castellan	28	80	4.4	C/S	- Soc.
Koalinth Diplomat	28	80	4.4	C/S	-
koalinth envoy	26	99	4.4	S/S	5% -
koalinth guardian	28	99	4.4	S/S	5% Soc.
koalinth sentinel	28	99	4.4	S/S	5% -
Pelagian Alliant	28	99	4.4	S	5% Soc.
pelagian crab	26,28	99	4.4	S/S	5% Soc.
pelagian guard	28	99	4.4	S	5% Soc.
Shock Aqueous Slug	28	99	3.8	S/S	- Soc.

Cursed Toad Loot

Toad Staff of Wandering	Toad Scale Sleeves
10.8 DPS	64 AF, 99% Quality
4.6 Speed	+5% deflection bonus (PvE)
99% Quality	+5% reactionary bonus (PvE)
+5% Power	+9 Constitution
+5 power cap	+4 Hits
+9 Acuity	Slimey Toad Vest
+14% generic focus (PvE)	Jerkin, Leather
+32 Ms ALL focus	64 AF, 99% Quality
Toad Scale Leggings	+5% spryness bonus (PvE)
64 AF, 99% Quality	+5% reactionary bonus (PvE)
+5% Power	+9 Constitution
+5 power cap	+4 Hits
+9 Acuity	Wart Coated Travelers Hat
+4 Hits	Cap, Cloth
Wart Covered Gloves ...	32 AF, 99% Quality
Gauntlets, Reinforced	+5% Power
64 AF, 99% Quality	+5 power cap
+5% spryness bonus (PvE)	+9 Acuity
+5% reactionary bonus (PvE)	+4 Hits
+9 Constitution	
+4 Hits	
Nightmare Mana Staff ...	Nightmare Light Staff ...
Classes: Hibernia focus casters	Classes: Hibernia focus casters
16.5 DPS	16.5 DPS
4.7 Speed	4.7 Speed
99% Quality	99% Quality
+4 Mana Magic	+4 Light Magic
+18 Acuity	+18 Acuity
+5 Acuity cap	+5 Acuity cap
+5% Power	+5% Power
+15 Dexterity	+15 Dexterity
+50 Ms ALL focus	+50 Ms ALL focus
Casts: Dark Blast (x10)	Casts: Dark Blast (x10)

THE FORGOTTEN VEIN (from Coruscating Mines)

MOB	LEVEL	AGGRO	ATK.SP	ATTACK	EVASO	SOCIAL
abyssmal	50	80	2.9	S/S	-	-
adem	54	99	4.3	C/C	-	-
cosolith	47	80	3.3	S/S	-	-
coerced groover	50	-	3.8	C/S	-	Soc.
haunting draft	50	80	3.0	S/S	1%	-
lode protector	47	80	4.2	C/S	-	-
lode runner	50	80	3.3	C/S	-	-
phantom miner	47	80	3.8	C/S	-	-
silver-flecked skeleton	47	10	3.8	S/S	-	-
silver-maddened werewolf	47	80	2.3	S/S	-	-
troglodyte	50	80	3.8	C/S	-	-
unseele overman	50	80	3.3	S/S	-	Soc.
unseele viewer	50	80	3.3	S/S	-	Soc.
vein golem	50	-	4.3	C/S	-	-
weewere	50	20	3.0	S/S	3%	-

Adem Loot

Adem's Antiquated Belt	Adem's Antiquated Scythe
+48 Hits	Scythe, Two Handed
+6% Crush	16.5 DPS
+6% Slash	5.5 Speed
+6% Thrust	99% Quality
+2% to-hit bonus (PvE)	+3 Scythe
Casts: Regenerative Aura (x10)	+15 Strength
Adem's Antiquated Bracer	+5 Strength cap
Bracelet	+3% to-hit bonus (PvE)
+18 Acuity	-3 style cost reduction (PvE)
+6% Crush	Casts: Crippled Limb (Proc)
+6% Slash	Adem's Antiquated Sword
+6% Thrust	16.5 DPS
+4% bracing bonus (PvE)	4.0 Speed
Casts: Protective Aura of Flame (x10)	99% Quality
Antiquated Sleeves of the	+3 Blades
Mines	+15 Strength
Leather, 102 AF	+5 Strength cap
99% Quality	+3% to-hit bonus (PvE)
+48 Hits	-3 style cost reduction (PvE)
+6% Matter	Casts: Withered Vitality (Proc)
+6% Body	Adem's Antiquated Bow
+6% Spirit	16.5 DPS
+4% spryness bonus (PvE)	5.3 Speed
Casts: Withered Vitality (Rev. Proc)	99% Quality
Forgotten Sleeves of the	+3 Recurve Bow
Mines	+15 Dexterity
Scale, 102 AF	+5 Dexterity cap
99% Quality	+3% to-hit bonus (PvE)
+48 Hits	+12% arrow recovery
+6% Matter	Casts: Bow Fire DD (Proc)
+6% Body	
+6% Spirit	
+4% reactionary bonus (PvE)	
Casts: Crippled Limb (Rev. Proc)	

THE GOBLIN WORKSHOP (from Glashtin Forge)

MOB	LEVEL	AGGRO	ATK.SP	ATTACK	EVASO	SOCIAL
Forgemaster Zruxet	41	55	3.2	C/*	-	Soc
glashtin armorer	36	5	3.2	C/*	-	-
glashtin artisan	36	5	3.2	C/*	-	-
glashtin eldoh slosho	36	99	3.2	S/S	3%	-
glashtin faxah	36	99	3.2	S/S	-	-
glashtin forger	36	5	3.2	C/*	-	-
glashtin master artisan	38	5	3.2	C/*	-	-
glashtin master craftsman	38	5	3.2	C/*	-	-
glashtin master metal worker	38	5	3.2	C/*	-	-
glashtin master smith	38	5	3.2	C/*	-	-
glashtin teknishun	36	99	3.2	S/S	3%	-
glashtin weaponsmith	36	5	3.2	C/*	-	-
young burning gargoye	35	99	4.2	*/*	-	Soc

Forgemaster Zruxet Loot

Wind Forged Robe	Wind Forged Mystic Jerkin
Cloth, 41 AF	Leather, 82 AF
99% Quality	99% Quality
+15 Acuity	+15 Strength
+5 Acuity cap	+5 Strength cap
+32 Hits	+32 Hits
+8 Dexterity	+20 hits cap
+2 All Casting	+2 All Casting
Casts: Elec DD 5 (Rev. Proc)	Casts: Elec DD 5 (Rev. Proc)
Wind Forged Mystic Vest	Wind Forged Gauntlets
Reinforced, 82 AF	Reinforced, 82 AF
99% Quality	99% Quality
+15 Acuity	+15 Strength
+5 Acuity cap	+15 Dexterity
+32 Hits	+32 Hits
+8 Dexterity	+20 hits cap
+2 All Casting	+2 All Primary Melee
Casts: Elec DD 5 (Rev. Proc)	Casts: Elec DD 5 (Rev. Proc)
Wind Forged Mystic	Wind Forged Gloves
Hauberk	Leather, 82 AF
Scale, 82 AF	99% Quality
99% Quality	+15 Strength
+15 Acuity	+15 Dexterity
+5 Acuity cap	+32 Hits
+32 Hits	+20 hits cap
+8 Dexterity	+2 All Primary Melee
+2 All Casting	Casts: Elec DD 5 (Rev. Proc)
Casts: Elec DD 5 (Rev. Proc)	Wind Forged Scale Gloves
	82 AF
	99% Quality
	+15 Strength
	+15 Dexterity
	+32 Hits
	+20 hits cap
	+2 All Primary Melee
	Casts: Elec DD 5 (Rev. Proc)

HAMMERER HUGAK'S SMITHY (from Glashtin Forge)

MOB	LEVEL	AGGRO	ATK.SP	ATTACK	EVASO	SOCIAL
aged gargoye	19	30	4.2	C	-	Soc
Apprentice Rugot	19	5	3.2	C/*	-	Soc
Apprentice Siratsk	19	5	3.2	C/*	-	Soc
brittle gargoye	16	30	4.2	C	-	Soc
glashtin gob/teen	16	99	3.2	S/S	3%	Soc
glashtin lil'gob	15	5	3.2	S/S	3%	Soc
glashtin moyobo	17	99	3.2	S/S	3%	Soc
glashtin oddit'gob	18	99	3.2	S/S	3%	Soc
glashtin ozzozin	17	99	3.2	S/S	3%	Soc
glashtin stikka	16	99	3.2	S/S	3%	Soc
glashtin whelp	15	5	3.2	S/S	3%	Soc
Hammerer Hugak	21	5	3.2	C/*	-	Soc
hardened gargoye	20	30	4.2	C	-	Soc
soft gargoye	15	30	4.2	C	-	Soc
weak gargoye	17	30	4.2	C	-	Soc
young gargoye	18	30	4.2	C	-	Soc

Hammerer Hugak Loot

Wind Forged Cloak of Reflexes +4% reactionary bonus (PvE) +8 Dexterity +20 Hits	Wind Forged Cloak of Evasion +4% spryness bonus (PvE) +8 Dexterity +20 Hits
Wind Forged Cloak of Riposte +4% deflection bonus (PvE) +8 Strength +20 Hits	Wind Forged Cloak of Reinforcement +4% bladeturn reinforcement (PvE) +8 Acuity +20 Hits
Wind Forged Cloak of Contention +4% bracing bonus (PvE) +8 Strength +20 Hits	Wind Forged Cloak of Concentration +4% concentration +8 Acuity +20 Hits

Gargoye Toothed

Gauntlets Reinforced, 102 AF 99% Quality +22 Strength +5 Strength cap +3 All Primary Melee +15 Constitution +40 Hits Casts: Minor Vitality Drain (Rev. Proc.)	+3 All Primary Melee +15 Constitution +40 Hits Casts: Minor Vitality Drain (Rev. Proc.)
Gargoye Scale Gloves ... Scale, 102 AF 99% Quality +22 Strength +5 Strength cap	Gargoye Scale Hauberk .. Scale, 102 AF 99% Quality +22 Acuity +3 Acuity cap +3 All Casting +15 Constitution +40 Hits Casts: Minor Vitality Drain (Rev. Proc.)

INNER SANCTUM

(from Deadlands of Annwn: Low. Cr. area)

MOB	LEVEL	AGGRO	ATK.SP	ATTACK	EVASO	SOCIAL
demented cabalist prime	57	65	2.9	S/T	4%	Soc
demented dark knight	55	65	3.1	S/T	4%	Soc
demented general	59	65	3.7	S/T	4%	Soc
demented high-guard	59	100	3.7	S/T	4%	Soc
demented master infiltrator	56	65	2.9	S/T	7%	Soc
demented master reanimator	56	65	2.9	S/T	-	Soc
demented master scout	59	65	2.9	S/T	4%	Soc
demented mercenary master	55	65	2.9	S/T	4%	Soc
demented sorcerer prime	57	65	2.9	S/T	4%	Soc
gargoye bonesnapper	58	65	2.9	C/C	10%	Soc
Groth Stone-Gizzard	61	95	2.9	C/C	5%	Soc
Highlord Mal'or Valh	63	100	2.9	S/T	4%	Soc
skeletal high-guard	59	100	3.7	S/T	4%	Soc
spectral high-guard	59	100	3.7	*/*	4%	Soc
stoneskin gargoye	55	65	2.9	C/C	5%	Soc

Highlord Mal'or Valh Loot

Gargoye Ward Small Shield 16.5 DPS 3.0 Speed 99% Quality +4 Regrowth +15 Acuity +5% Power +5 Acuity cap +5% bracing bonus (PvE) Casts: Withered Vitality (Rev. Proc.)	Gargoye Blood Coated Dirk Dirk, Offhand 16.5 DPS 2.6 Speed 99% Quality +4 Piercing +15 Strength +5 Strength cap +15 Dexterity +5% reactionary bonus (PvE) Casts: Incendiary Pyre (Proc.)
Gargoye's Bane Scythe .. Scythe, Two Handed 16.5 DPS 3.9 Speed 99% Quality +4 Scythe +15 Strength +5 Strength cap +15 Quickness +5% reactionary bonus (PvE) Casts: Spirit DD 7 (Proc.)	Gargoye Hair Vest Cloth, 51 AF 99% Quality +22 Acuity +5 Acuity cap +3 All Casting +40 Hits +15 Dexterity Casts: Minor Vitality Drain (Rev. Proc.)
Gargoye Blood Coated Falcatra Sword, Offhand 16.5 DPS 2.7 Speed 99% Quality +4 Blades +15 Strength +5 Strength cap +15 Quickness +5% reactionary bonus (PvE) Casts: Incendiary Pyre (Proc.)	Gargoye Skin Gloves Leather, 102 AF 99% Quality +22 Strength +15 Dexterity +3 All Primary Melee +5 Strength cap +40 Hits Casts: Minor Vitality Drain (Rev. Proc.)

MAZE OF MADNESS (from The Queen's Labyrinth)

MOB	LEVEL	AGGRO	ATK.SP	ATTACK	EVASOCIAL
<i>Crahhk Thundermaw</i>	45	65	3.2	S/T	1% Soc.
<i>disturbed possessor</i>	36	65	3.5	S/T	1% Soc.
<i>frenzied hound</i>	40	65	2.9	S/T	5% Soc.
<i>gargoyle bonesnapper</i>	43	65	2.9	S/T	5% Soc.
<i>obstinate consul</i>	38	65	3.5	S/T	1% Soc.
<i>obstinate duelist</i>	39	65	3.5	S/T	1% Soc.
<i>obstinate master archer</i>	37	65	3.5	S/T	1% Soc.
<i>obstinate mystagogue</i>	37	65	3.5	S/T	1% Soc.
<i>obstinate valorant</i>	40	65	3.5	S/T	1% Soc.
<i>Paragon of Madness</i>	45	99	2.8	S/T	1% Soc.
<i>quickstride gargoyle</i>	41	65	2.9	S/T	5% Soc.
<i>savage hound</i>	36	65	2.9	S/T	5% Soc.
<i>stoneskin gargoyle</i>	42	65	2.9	S/T	5% Soc.
<i>thundercap gargoyle</i>	44	65	2.9	S/T	5% Soc.

Crahhk Thundermaw Loot

Queen's Bracer of Protection	Queen's Bracer of Contention
+5% bladeturn reinforcement (PvE)	+5% bracing bonus (PvE)
+15 Acuity	+15 Constitution
+40 Hits	+40 Hits
+5 Acuity cap	+5 Constitution cap
+4% experience loss reduction	+4% experience loss reduction
Queen's Bracer of Extension	Queen's Bracer of Riposte
+5% concentration	+5% deflection bonus (PvE)
+15 Acuity	+15 Constitution
+40 Hits	+40 Hits
+5 Acuity cap	+5 Constitution cap
+4% experience loss reduction	+4% experience loss reduction
Queen's Bracer of Reflex ..	Queen's Ring of Health ..
+5% reactionary bonus (PvE)	+15 Strength
+15 Constitution	+15 Constitution
+40 Hits	+40 Hits
+5 Constitution cap	+40 hits cap
+4% experience loss reduction	+4% experience loss reduction
Queen's Bracer of Evasion ..	
+5% spryness bonus (PvE)	
+15 Constitution	
+40 Hits	
+5 Constitution cap	
+4% experience loss reduction	

THE PIT OF DESPAIR (from Coruscating Mines)

MOB	LEVEL	AGGRO	ATK.SP	ATTACK	EVASOCIAL
<i>collared gemgetter</i>	38	-	3.8	C/S	- -
<i>Crypt Resident</i>	50	-	3.0	S	- -
<i>enthralled silver gemclicker</i>	38	1	3.8	C/S	- -
<i>gemclicker</i>	38	-	3.8	T/S	- -
<i>gemclicker horder</i>	38	-	3.8	T/S	- -
<i>gem-dusted skeleton</i>	38	10	3.5	S/S	- -
<i>glow worm</i>	38	-	3.8	C/S	- -
<i>rockbiter</i>	36	-	3.6	C/S	- -
<i>shaft rat</i>	38	5	3.3	T/S	- -
<i>silvermine knocker</i>	36	1	3.8	C/S	2% -
<i>Spirit of Miner Klin</i>	43	99	3.8	*T	50% -
<i>trammer</i>	38	-	3.8	C/S	- Soc.
<i>tunnel imp</i>	38	30	3.0	S/S	2% -
<i>undead drudger</i>	38	80	3.8	C/S	- -
<i>unseele mango</i>	38	80	3.0	T/S	5% -
<i>unseele underviver</i>	38	80	3.5	S/S	2% -

Spirit of Miner Klin Loot

Miner Klin's Forgotten Gem	Great Sword of the Forlorn Miner
+15 Constitution	Two Handed
+4 Constitution cap	15.0 DPS
+32 Hits	5.2 Speed
+32 hits cap	99% Quality
+12% experience loss reduction	+3 Large Weaponry
Casts: Lesser Aura of Speed (x10)	+12 Strength
Miner Klin's Forgotten Ring	+12 Quickness
+15 Acuity	+4% reactionary bonus (PvE)
+4 Acuity cap	+3 style cost reduction (PvE)
+32 Hits	Casts: Incendiary Pyre (Proc)
+32 hits cap	Hammer of the Woebegone Miner
+12% experience loss reduction	15.0 DPS
Casts: Crippled Limb (x10)	3.7 Speed
Sleeves of the Forlorn Miner	99% Quality
Cloth, 46 AF	+3 Blunt
99% Quality	+12 Strength
+15 Constitution	+12 Quickness
+9 Strength	+4% reactionary bonus (PvE)
+5% Crush	-3 style cost reduction (PvE)
+5% Thrust	Casts: Warrior's Bane (Proc)
+4% ablative (PvE)	
Casts: Crippled Limb (Rev. Proc)	
Sleeves of the Woebegone Miner	
Reinforced, 92 AF	
99% Quality	
+15 Constitution	
+9 Strength	
+5% Heat	
+5% Energy	
+4% ablative (PvE)	
Casts: Minor Vitality Drain (Rev. Proc)	

RISE OF THE SPRAGGONS (from Spraggon Den)

MOB	LEVEL	AGGRO	ATK.SP	ATTACK	EVASO	SOCIAL
earth sprite	17	30	3.6	C/C	-	Soc.
pit spraggon	19	-	3.8	S/S	-	Soc.
rock sprite	17	-	4.0	S/S	-	Soc.
root worm	17	-	3.8	S/S	-	Soc.
spraggon cutter	19	10	3.8	S/S	-	Soc.
spraggon emissary	23	99	3.8	S/S	5%	Soc.
spraggon runner	19	10	3.7	S/S	-	-
spraggon springer	19	30	3.7	S/S	-	Soc.

Spraggon Emissary Loot

Spraggon Gem of

Protection
Jewel
+4% bladeturn reinforcement (PvE)
+6 Acuity
+24 Hits

Spraggon Gem of

Extension
Jewel
+4% concentration
+9 Acuity
+24 Hits

Spraggon Gem of Reflex

Jewel
+4% reactionary bonus (PvE)
+9 Constitution
+24 Hits

Spraggon Gem of Evasion

Jewel
+4% spryness bonus (PvE)
+9 Constitution
+24 Hits

Spraggon Gem of

Contention
Jewel
+4% bracing bonus (PvE)
+9 Constitution
+24 Hits

Spraggon Gem of Riposte

Jewel
+4% deflection bonus (PvE)
+9 Constitution
+24 Hits

RUGNOG'S HAVEN (from Abandoned Mines)

MOB	LEVEL	AGGRO	ATK.SP	ATTACK	EVASO	SOCIAL
berglian provider	31	5	3.3	C	-	Call
Brogdnar	24	99	3.2	S/S	-	Soc.
glashtin big basher	23,24	99	3.2	S/S	-	Soc.
glashtin brewer	22	99	3.2	S/S	-	Soc.
glashtin bully	21	99	3.2	S/S	-	-
glashtin delinquent	20	99	3.2	S/S	-	-
glashtin hooligan	22	99	3.2	S/S	-	Soc.
glashtin sneak	22	99	3.2	S/S	-	-
glashtin thundercaller	22	99	3.2	S/S	-	Soc.
glashtin wretch	20	99	3.2	S/S	-	-
Grumgor	24	99	3.2	S/S	-	Soc.
Rugnog	26	99	3.2	S/S	-	Soc.

Rugnog Loot

Quixotic Quarry Spear ..

9.9 DPS
5.3 Speed
99% Quality
+2 Celtic Spear
+10 Strength
+10 Quickness
-3 style cost reduction (PvE)
Casts: Warrior's Bane (Proc)

Quixotic Quarry Shield ..

Large Shield
9.9 DPS
3.2 Speed
99% Quality
+2 Shield
+10 Strength
+10 Dexterity
+3% bracing bonus (PvE)
Casts: Minor Vitality Drain (Proc)

Quixotic Quarry Dagger ..

9.9 DPS
2.9 Speed
99% Quality
+2 Piercing
+10 Strength
+10 Dexterity
+3% reactionary bonus (PvE)
Casts: Elec DD +2 (Proc)

Quixotic Quarry Bracer ..

+2 Parry
+7 Hits
+10 Constitution
+12% experience loss reduction
Casts: Lesser Aura of Strength (x10)

Quixotic Quarry Ring

+4% Power
+28 Hits
+9 Constitution
+12% experience loss reduction
Casts: Lesser Aura of Defense (x10)



SERF'S FOLLY (from Muire Tomb)

MOB	LEVEL	AGGRO	ATK.SP	ATTACK	EVASOCIAL
carion scorpionida	17	99	3.8	S/S	- Soc.
carpe devourer	20	99	3.8	S/S	- Soc.
Muire Champion	20	99	3.8	S/S	- Soc.
Muire herbalist	20	99	3.8	S/S	- Soc.
Muire man-at-arms	20	99	3.8	S/S	- Soc.
mummy hag wizard	20	99	3.0	T/S	3% Soc.
murkman	17	99	3.8	S/S	- Soc.
Spirit of Elon	23	-	3.8	S/S	5% Soc.
sutor spirit	17	99	3.8	S/S	- Soc.
Tormented Serf	22	99	3.8	S/S	- Soc.

Spirit of Elon Loot

Bracelet of Begrudging	Staff of Begrudging Fealty
Fealty	Classes: Hibernia focus casters
+9 Acuity	9.0 DPS
+8 Dexterity	4.3 Speed
+9 Constitution	99% Quality
+3% experience loss reduction	+28 lvs ALL focus
Casts: Lesser Aura of Speed (x10)	+9 Intelligence
Reinforced Boots of	+44% Power
Begrudging Fealty	+10% experience loss reduction
52 AF	Casts: Amplify Wisdom (x10)
99% Quality	Rapier of Begrudging Fealty
+9 Strength	9.0 DPS
+8 Dexterity	3.3 Speed
+3% reactionary bonus (PvE)	99% Quality
+3% ablative (PvE)	+2 Piercing
Casts: Lesser Aura of Defense (x10)	+10 Strength
Scaled Boots of Begrudging	-3 style cost reduction (PvE)
Fealty	+1% to-hit bonus (PvE)
52 AF	Casts: Incendiary Pyre (Proc)
99% Quality	
+9 Strength	
+8 Dexterity	
+3% reactionary bonus (PvE)	
+5% ablative (PvE)	
Casts: Lesser Aura of Strength (x10)	

THE SHAMAN'S INNER SANCTUM (from Treibh Caillite)

MOB	LEVEL	AGGRO	ATK.SP	ATTACK	EVASOCIAL
arachnid	37,39	50	3.8	T/S	- Soc.
High Shaman Arteg	45	99	3.8	C/S	5% Soc.
rock golem	37,39	-	3.8	C	- Soc.
ursine dweller	39	50	3.8	S/S	- Soc.
ursine patrol	39	50	3.8	S/S	- Soc.
ursine shaman	39	50	3.8	S/S	- Soc.
ursine sorcerer	39	50	3.8	C/S	- Soc.

High Shaman Arteg Loot

Treibh Shaman Reflex	Artég's Deflecting Great
Blade	Falcata
Sword	Sword
16.2 DPS	16.2 DPS
4.0 Speed	4.8 Speed
99% Quality	99% Quality
+5% reactionary bonus (PvE)	+5% deflection bonus (PvE)
+15 Strength	+5% reactionary bonus (PvE)
+15 Dexterity	+15 Strength
-3 style cost reduction (PvE)	-3 style cost reduction (PvE)
+2 Strength cap	+6 Dexterity
Casts: Incendiary Pyre (Proc)	Casts: Incendiary Pyre (Proc)
Treibh Shaman Reflex	Treibh Shaman Deterrent
Hammer	Staff
16.2 DPS	16.2 DPS
4.1 Speed	4.7 Speed
99% Quality	99% Quality
+5% reactionary bonus (PvE)	+5% bladeturn reinforcement (PvE)
+15 Strength	+15 Acuity
+5 Strength cap	+5 Acuity cap
-3 style cost reduction (PvE)	+5% Power
+6 Quickness	+45 lvs ALL focus
Casts: Incendiary Pyre (Proc)	Treibh Shaman Riposte
Treibh Shaman Reflex	Shield
Rapier	Medium Shield
16.2 DPS	16.2 DPS
3.3 Speed	3.6 Speed
99% Quality	99% Quality
+5% reactionary bonus (PvE)	+5% reactionary bonus (PvE)
+15 Strength	+15 Strength
+15 Dexterity	+5% bracing bonus (PvE)
-3 style cost reduction (PvE)	-3 style cost reduction (PvE)
+2 Dexterity cap	+2 Strength cap
Casts: Incendiary Pyre (Proc)	Casts: Incendiary Pyre (Rev. Proc)
Artég's Gem of Resilience	High Shaman Curatory
+15 Strength	Bracer
+15 Constitution	+5% concentration
+40 Hits	+15 Acuity
+40 hits cap	+15 Dexterity
	+40 Hits
	+5 Acuity cap
	Casts: Regenerative Aura (x10)

THE SHATTERED LANDS (from The Queen's Labyrinth)

MOB	LEVEL	AGGRO	ATK.SP	ATTACK	EVASOCCAL
ambient daemon wisp two	1	-	3.6	T/S	-
Ehrynnoch the Astral	58	65	3.5	S/T	- Soc.
ferocious archon	53	65	3.5	S/T	1% Soc.
ferocious armigerant	46	65	3.5	S/T	1% Soc.
ferocious astralist	55	65	3.5	S/T	1% Soc.
ferocious bladesong	51	65	3.5	S/T	1% Soc.
ferocious hero	48	65	3.5	S/T	1% Soc.
ferocious master marksman	49	65	3.5	S/T	1% Soc.
ferocious master ranger	54	65	3.5	S/T	1% Soc.
ferocious mind weaver	50	65	3.5	S/T	1% Soc.
ferocious paragon	47	65	3.5	S/T	1% Soc.
ferocious seraph	52	65	3.5	S/T	1% Soc.
glashin whelp	18	-	3.2	S/S	-
High Astralist Ehrynnoch	58	99	3.5	S/T	2% Soc.
Mad Master Blade	55	65	3.5	S/T	2% Soc.
snaggletooth scrounger	22	-	3.4	S/S	3% -
surestrike gargoyle	46	65	2.9	S/T	5% Soc.

High Astralist Ehrynnoch Loot

Astralist: Elemental Robe ..	+40 hits cap
Cloth, 51 AF	+2 All Casting
99% Quality	Casts: Crippled Limb (Rev. Proc)
+18 Acuity	Flecked Astralist: Gloves ..
+6 Acuity cap	Gauntlets, Reinforced, 102 AF
+44 Hits	99% Quality
+5% Power	+18 Strength
+2 All Casting	+18 Dexterity
Casts: Fire DD 7 (Rev. Proc)	+44 Hits
Ehrynnoch's Astralist Vest:	+5 Dexterity cap
Reinforced, 102 AF	+2 All Primary Melee
99% Quality	Casts: Withered Vitality (Rev. Proc)
+18 Acuity	Astralist Hide Gloves
+6 Acuity cap	Leather, 102 AF
+44 Hits	99% Quality
+5% Power	+18 Strength
+2 All Casting	+18 Dexterity
Casts: Withered Vitality (Rev. Proc)	+44 Hits
Laminate Astralist Vest: ..	+5 Dexterity cap
Hauberk, Scale, 102 AF	+2 All Primary Melee
99% Quality	Casts: Ice DD 7 (Rev. Proc)
+18 Acuity	Ehrynnoch's Astralist
+6 Acuity cap	Gloves
+44 Hits	Scale, 102 AF
+5% Power	99% Quality
+2 All Casting	+18 Strength
Casts: Ice DD 7 (Rev. Proc)	+18 Dexterity
Astralist Hide Vest:	+44 Hits
Leather, 102 AF	+5 Strength cap
99% Quality	+2 All Primary Melee
+18 Strength	Casts: Aura of Defense (Rev. Proc)
+6 Strength cap	
+44 Hits	

THE STEWARD'S CRYPT (from Muire Tomb)

MOB	LEVEL	AGGRO	ATK.SP	ATTACK	EVASOCCAL
crypt spider	9,11	-	3.6	S	-
death worm	11	99	3.8	S/S	-
Hellhag	11	99	3.0	T/S	3% Soc.
mirror wraith	11	99	3.8	S/S	- Soc.
Muire Head Butler	14	-	3.8	T/T	5% Soc.
Muire Head Maid	14	-	3.8	S/S	5% Soc.
Muire lady-in-waiting	11	99	3.8	S/S	- Soc.
mummy hag	11	99	3.0	T/S	3% Soc.
servant guard	9	99	3.8	S/S	- Soc.
tomb creeper	9,11	99	3.7	S/T	- Soc.

Muire Head Maid & Butler Loot

Ring of Obeisance	Spear of Obeisance
+8 Strength	72 DPS
+6 Dexterity	5.4 Speed
+2% deflection bonus (PvE)	99% Quality
+2% reactionary bonus (PvE)	+2 Celtic Spear
Casts: Lesser Aura of Strength (x10)	+6 Strength
Woven Boots of	+2% deflection bonus (PvE)
Obeisance	+1% to-hit bonus (PvE)
Cloth, 18 AF	Casts: Minor Vitality Drain (Proc)
99% Quality	Sword of Obeisance
+8 Intelligence	72 DPS
+6 Strength	3.3 Speed
+8% experience loss reduction	99% Quality
+2% ablative (PvE)	+8 Acuity
Casts: Amplify Wisdom (x10)	+6 Dexterity
Leather Boots of	+2% bracing bonus (PvE)
Obeisance	+1% to-hit bonus (PvE)
Leather, 36 AF	Casts: Withered Vitality (Proc)
99% Quality	
+8 Dexterity	
+6 Strength	
+8% experience loss reduction	
+2% ablative (PvE)	
Casts: Lesser Aura of Defense (x10)	

Astralist Ring of Impulse ..	Astralist Ring of
+6% spryness bonus (PvE)	Circumvention
+6% reactionary bonus (PvE)	+6% bracing bonus (PvE)
+44 Hits	+6% deflection bonus (PvE)
+5 Dexterity cap	+44 Hits
+8 Dexterity	+5 Strength cap
Casts: Sprint DD Proc 7 (x10)	+8 Strength
	Casts: Elec DD Proc 7 (x10)

THE WARRENS (from Spraggon Den)

MOB	LEVEL	AGGRO	ATK.SP	ATTACK	EVASO	SOCIAL
earth sprite	22	30	3.6	C/C	-	Soc.
Mad Spraggon	27	99	3.8	S/S	5%	Soc.
Maddening Spirit	27	99	4.0	*/*	15%	Soc.
pit boss	24	10	3.8	S/S	-	Soc.
pit spraggon	24	-	3.8	S/S	-	Soc.
rock sprite	22	-	4.0	C/C	-	Soc.
root worm	22	-	3.8	S/S	-	Soc.
spraggonix	24	80	3.7	C/C	-	Soc.
spraggonote	24	40	3.7	S/S	-	Soc.

Maddening Spirit Loot

Spraggon Reflex Blade ***

Sword
9.3 DPS
4.0 Speed
99% Quality
+5% reactionary bonus (PvE)
+8 Strength
-2 style cost reduction (PvE)

Spraggon Reflex Hammer **

9.3 DPS
4.2 Speed
99% Quality
+5% reactionary bonus (PvE)
+8 Strength
-2 style cost reduction (PvE)

Spraggon Reflex Rapier **

9.3 DPS
3.3 Speed
99% Quality
+5% reactionary bonus (PvE)
+8 Strength
-2 style cost reduction (PvE)

Giant Spraggon Deflecting

Blade *****
Sword, Two Handed
9.3 DPS
4.8 Speed
99% Quality
+5% deflection bonus (PvE)
+8 Strength
-2 style cost reduction (PvE)

Spraggon Deterrent Staff

Classes: Hibernia focus casters
9.3 DPS
4.7 Speed
99% Quality
+5% bladeturn reinforcement (PvE)
+8 Acuity
+2% generic focus (PvE)
+27 lvls ALL focus

Spraggon Riposte Shield **

Medium Shield
9.3 DPS
3.6 Speed
99% Quality
+5% bracing bonus (PvE)
+8 Constitution
-2 style cost reduction (PvE)

THE WOLVES DEN (from Abandoned Mines)

MOB	LEVEL	AGGRO	ATK.SP	ATTACK	EVASO	SOCIAL
crazed thalloonagh brute	28	30	5.2	S	-	Soc.
crazed thalloonagh earth caller	30	30	4.5	C	-	Soc.
crazed thalloonagh elder	30	30	3.5	C	-	Soc.
crazed thalloonagh rogue	28	30	2.5	T/T	5%	Soc.
crazed thalloonagh seer	28	30	3.5	C	-	Soc.
crazed thalloonagh warlock	28	30	4.5	C	-	Soc.
crazed thalloonagh witch doctor	28	30	4.5	C	-	Soc.
Master Enchanter Zeel	36	30	4.5	C	-	Soc.

Master Enchanter Zeel Loot

Sleeves of Entrancing

Arдор *****
Cloth, 39 AF
99% Quality
+2 All Casting
+40 Hits
+14 Constitution
+4% bladeturn reinforcement (PvE)
Casts: Amplify Wisdom (x10)

Ring of Entrancing Ardor **

+14 Strength
+12 Quickness
+4% reactionary bonus (PvE)
+4% defensive bonus (PvE)
Casts: Incendiary Pyre (x10)

Boots of Entrancing Ardor

Cloth, 39 AF
99% Quality
+2 Scythe
+40 Hits
+14 Strength
+4% ablative (PvE)
Casts: Lesser Aura of Strength (x10)

Bracer of Entrancing Ardor
+14 Acuity
+12 Constitution
-4% debuff duration (PvE)
+4% defensive bonus (PvE)
Casts: Lesser Aura of Speed (x10)
Gem of Entrancing Ardor
+2 Stealth
+14 Constitution
+40 Hits
+4% spryness bonus (PvE)
Casts: Lesser Aura of Speed (x10)



Albion Task Dungeons

What is a dungeon task?

A dungeon task is a task that sends players into an instanced task dungeon in order to complete it.

What types of tasks are assigned?

There are three variations that players receive.

1. Kill named monster
2. Kill ## skeletons (for example)
3. Clear entire dungeon

Are the monsters the same as in other zones?

Mostly, but these monsters' level varies depending on your strength (or the strength of your party), they never Evade, and they are all Social.

Who can receive a dungeon task?

All players with *Catacombs* can receive a dungeon task, provided that you speak to the appropriate NPC.

What is the reward for completing a dungeon task?

Completing a dungeon task grants you experience and coin. Dungeon tasks are slightly more involved than standard kill tasks, thus the reward is slightly greater. Completing a "Clear entire dungeon" task grants a greater reward than "Kill named" or "Kill 6 skeletons" does.

Where are the Task Masters located in Albion to hand out these tasks?

- | | |
|---------|----------------|
| 1 – 10 | Costwold |
| 11 – 20 | Prydwen |
| 21 – 30 | Avalon Marsh |
| 31 – 40 | Caer Ulfwyth |
| 41 – 50 | Castle Sauvage |

For more on dungeon tasks and task dungeons, see pp. 8, 167 and 170.

BURIAL TOMB (Levels 1-10)

MOB	LEVEL	AGGRO	ATK.SP	ATTACK	EVASOE	SOCIAL
<i>animated minion</i>	1-10	10	3.8	S/S	-	Soc.
<i>corpse spider</i>	1-10	10	3.8	S/S	-	Soc.
<i>damned soul</i>	1-10	10	3.8	S/S	-	Soc.
<i>death glimmer</i>	1-10	10	3.8	C	-	Soc.
<i>Destarl the Diseased</i>	1-10	100	3.8	S/S	-	Soc.
<i>forsaken cult leader</i>	1-10	10	3.8	S/S	-	Soc.
<i>forsaken cultist</i>	1-10	10	3.8	S/S	-	Soc.
<i>Meldrina the Undying</i>	1-10	100	3.8	S/S	-	Soc.
<i>Mortelright</i>	1-10	100	3.8	C	-	Soc.
<i>undying sacrifice</i>	1-10	10	3.8	S/S	-	Soc.
<i>blood cloud</i>	1-10	10	5.0	T	-	Soc.
<i>blood imp</i>	1-10	10	5.0	T	-	Soc.
<i>blood light</i>	1-10	10	5.0	T	-	Soc.
<i>blood lizardman</i>	1-10	10	5.0	T	-	Soc.
<i>blood ooze</i>	1-10	10	5.0	T	-	Soc.
<i>blood snake</i>	1-10	10	5.0	T	-	Soc.
<i>blood wolf</i>	1-10	10	5.0	T	-	Soc.
<i>Dralkiden the Thirster</i>	1-10	100	5.0	T	-	Soc.
<i>Ssligor the Bloodletter</i>	1-10	100	5.0	T	-	Soc.
<i>Xzarel the Devourer</i>	1-10	100	5.0	T	-	Soc.
<i>animated guardian</i>	1-10	10	3.8	S/S	-	Soc.
<i>creepy spider</i>	1-10	10	3.8	S/S	-	Soc.
<i>cultist shade</i>	1-10	10	3.8	S/S	-	Soc.
<i>death cultist</i>	1-10	10	3.8	S/S	-	Soc.
<i>death priest</i>	1-10	10	3.8	S/S	-	Soc.
<i>guard dog</i>	1-10	10	4.9	S	-	Soc.
<i>Nerghul</i>	1-10	100	3.8	S/S	-	Soc.
<i>outcast bloody axe stonelader</i>	1-10	65	3.6	C/C	-	Soc.
<i>shadow guardian</i>	1-10	10	3.8	S/S	-	Soc.
<i>Valkral the Doomed</i>	1-10	100	3.8	S/S	-	Soc.
<i>Widowmaker</i>	1-10	100	3.8	S/S	-	Soc.
<i>acidic blob</i>	1-10	10	3.8	S/S	-	Soc.
<i>acidic cloud</i>	1-10	10	3.8	S/S	-	Soc.
<i>cadaverous hound</i>	1-10	10	3.8	S/S	-	Soc.
<i>Gloogal</i>	1-10	100	3.8	S/S	-	Soc.
<i>green goo</i>	1-10	10	3.8	S/S	-	Soc.
<i>Jalek the Foolish</i>	1-10	100	3.8	S/S	-	Soc.
<i>marvolt slakman</i>	1-10	15	3.7	S/S	-	Call
<i>Slitherel</i>	1-10	100	3.8	S/S	-	Soc.
<i>slithering snake</i>	1-10	10	3.8	S/S	-	Soc.
<i>undead adventurer</i>	1-10	10	3.8	S/S	-	Soc.
<i>vile crawler</i>	1-10	10	3.8	S/S	-	Soc.
<i>bergkian slopewatcher</i>	1-10	15	3.5	S/S	-	Call
<i>Blackloak</i>	1-10	100	3.8	S/S	-	Soc.
<i>corrupted scrag</i>	1-10	10	3.8	S/S	-	Soc.
<i>corrupted tree spirit</i>	1-10	10	3.8	S/S	-	Soc.
<i>corrupted wood wisp</i>	1-10	10	3.8	S/S	-	Soc.
<i>dark sylvan</i>	1-10	10	3.8	S/S	-	Soc.
<i>evil brownie</i>	1-10	10	3.8	S/S	-	Soc.
<i>evil pixie</i>	1-10	10	3.8	S/S	-	Soc.
<i>shadow drake</i>	1-10	10	3.8	S/S	-	Soc.
<i>Shadowscale</i>	1-10	100	3.8	S/S	-	Soc.
<i>Xzyral</i>	1-10	100	3.8	S/S	-	Soc.

THE LOST LAIR (Levels 11-20)

MOB	LEVEL	AGGRO	ATK.SP	ATTACK	EVASO	SOCIAL
Balis the Rotting corpse worm	11-20	100	4.2	S/S	-	Soc.
fetid cadaver	11-20	100	3.7	S/S	-	Soc.
fetid sacrifice	11-20	100	4.2	S/S	-	Soc.
lost soul	11-20	100	3.8	S/S	-	Soc.
missionary of Mithra	11-20	100	4.2	C/C	-	Soc.
Mithra's Chosen	11-20	100	3.0	S/S	-	Soc.
maumful soul	11-20	100	3.0	S/S	-	Soc.
redcap spiker	11-20	100	4.2	C/C	-	Soc.
skulking bleeder	11-20	90	3.8	T	-	Soc.
The Forgotten Knight	11-20	100	3.0	S/S	-	Soc.
Bargo	11-20	100	4.2	C/C	-	Soc.
frenetic gremlin	11-20	100	3.8	C	-	Soc.
keltoi bard	11-20	100	3.8	C	-	Soc.
keltoi disciple	11-20	100	3.8	C	-	Soc.
keltoi grimaloin	11-20	100	4.2	C	-	Soc.
keltoi missionary	11-20	100	3.5	S/S	-	Soc.
Keltoi Subaltern	11-20	100	4.0	C	-	Call
mine crawler	11-20	100	4.0	C	-	Call
murvan missionary	11-20	100	3.6	S	-	Soc.
redcap herbalist	11-20	100	3.8	T	-	Soc.
Treacher	11-20	90	3.8	C	-	Soc.
cave bear whelp	11-20	100	3.8	T	-	Soc.
goblin bully	11-20	100	3.8	T	-	Soc.
goblin runt	11-20	100	3.7	S	-	Soc.
goblin sneak	11-20	100	3.8	S	-	Soc.
Corvugh	11-20	100	3.7	S	-	Soc.
mine fisher	11-20	100	3.8	S	-	Soc.
Mootahn	11-20	100	3.6	S/T	-	Soc.
Munkitt	11-20	100	3.7	S	-	Soc.
redcap herbalist	11-20	100	3.7	S	-	Soc.
skulking bleeder	11-20	80	3.8	C	-	Soc.
skulking goblin	11-20	100	3.0	S/S	-	Soc.
Chiolite	11-20	100	3.8	S	-	Soc.
Chrysoberyl	11-20	100	3.8	C	-	Soc.
frenetic gremlin	11-20	100	3.8	C	-	Soc.
Meerschbaum	11-20	100	3.8	T/S	-	Soc.
mine fairy	11-20	100	3.8	C	-	Soc.
mine fisher	11-20	100	3.6	S/T	-	Soc.
mine mephit	11-20	100	3.6	C/T	-	Soc.
mine nymph	11-20	100	3.8	S/S	-	Call
mine ogre	11-20	100	3.7	S	-	Soc.
mine wisp	11-20	100	3.7	S	-	Soc.
redcap herbalist	11-20	80	3.8	C	-	Soc.
corpse worm	11-20	100	3.7	S/S	-	Soc.
decayed centurian	11-20	100	3.5	T/S	-	Soc.
Elendi Ornatis	11-20	100	4.2	C/C	-	Soc.
fetid zombie	11-20	100	4.6	S	-	Soc.
frenetic gremlin	11-20	100	3.8	C	-	Soc.
lost soul	11-20	100	4.2	C/C	-	Soc.
Plavius	11-20	100	3.5	S/S	-	Soc.
redcap dissector	11-20	80	3.8	S/S	-	Soc.
rotten legionnaire	11-20	100	3.5	S/S	-	Soc.
The Forgotten Baron	11-20	100	4.2	C/C	-	Soc.
tomb robber ant	11-20	100	4.2	T	-	Call

DESECRATED GROUNDS (Levels 21-30)

MOB	LEVEL	AGGRO	ATK.SP	ATTACK	EVASO	SOCIAL
Aela	21-30	50	3.6	S/T	-	Soc.
dishonored keltoi	21-30	50	3.6	S/T	-	Soc.
disturbed keltoi	21-30	50	3.6	S/T	-	Soc.
Iaral	21-30	50	3.6	S/T	-	Soc.
keltoi drifter	21-30	50	3.6	S/T	-	Soc.
keltoi outcast	21-30	50	3.6	S/T	-	Soc.
keltoi rambler	21-30	50	3.6	S/T	-	Soc.
keltoi wayfarer	21-30	50	3.6	S/T	-	Soc.
lost keltoi	21-30	50	3.6	S/T	-	Soc.
Trila	21-30	50	3.6	S/T	-	Soc.
crazed gremlin	21-30	50	3.8	C	-	Soc.
dire gremlin	21-30	50	3.8	C	-	Soc.
fearful gremlin	21-30	50	3.8	C	-	Soc.
frenzied gremlin	21-30	50	3.8	C	-	Soc.
mad gremlin	21-30	50	3.8	C	-	Soc.
Mdur	21-30	50	3.8	C	-	Soc.
Rozm	21-30	50	3.8	C	-	Soc.
savage gremlin	21-30	50	3.8	C	-	Soc.
Spike	21-30	50	3.8	C	-	Soc.
spike backed gremlin	21-30	50	3.8	C	-	Soc.
baneful cave scorpion	21-30	80	4.0	S/T	-	Soc.
deadly cave scorpion	21-30	80	4.0	S/T	-	Soc.
Eaio the Malignant	21-30	80	4.0	S/T	-	Soc.
laaea the Deadly	21-30	80	4.0	S/T	-	Soc.
lua the Lethal	21-30	80	4.0	S/T	-	Soc.
lethal cave scorpion	21-30	80	4.0	S/T	-	Soc.
malignant cave scorpion	21-30	80	4.0	S/T	-	Soc.
noxious cave scorpion	21-30	80	4.0	S/T	-	Soc.
poisonous cave scorpion	21-30	80	4.0	S/T	-	Soc.
violent cave scorpion	21-30	80	4.0	S/T	-	Soc.
diseased wolphound	21-30	55	3.7	T/S	-	Soc.
feral wolphound	21-30	55	3.7	T/S	-	Soc.
ferocious wolphound	21-30	55	3.7	T/S	-	Soc.
fierce wolphound	21-30	55	3.7	T/S	-	Soc.
frenzied wolphound	21-30	55	3.7	T/S	-	Soc.
Lykis the Savage	21-30	55	3.7	T/S	-	Soc.
Nesid the Ferocious	21-30	55	3.7	T/S	-	Soc.
Nirara the Tainted	21-30	55	3.7	T/S	-	Soc.
savage wolphound	21-30	55	3.7	T/S	-	Soc.
tainted wolphound	21-30	55	3.7	T/S	-	Soc.
blood stained skeleton	21-30	90	3.8	S/S	-	Soc.
cursed skeleton	21-30	90	3.8	S/S	-	Soc.
decaying skeleton	21-30	90	3.8	S/S	-	Soc.
Foulspawn	21-30	90	3.8	S/S	-	Soc.
Grimmrot	21-30	90	3.8	S/S	-	Soc.
putrid skeleton	21-30	90	3.8	S/S	-	Soc.
rotting skeleton	21-30	90	3.8	S/S	-	Soc.
soulborn skeleton	21-30	90	3.8	S/S	-	Soc.
Vile	21-30	90	3.8	S/S	-	Soc.
withered skeleton	21-30	90	3.8	S/S	-	Soc.

UNHALLOW GROUNDS (Levels 31-40)

MOB	LEVEL	AGGRO	ATK.SP	ATTACK	EVASO	SOCIAL
filth apprentice	31-40	100	3.8	S	-	Soc.
filth cantor	31-40	100	3.8	S	-	Soc.
filth cultist	31-40	100	3.8	S	-	Soc.
filth inductee	31-40	100	3.8	S	-	Soc.
filth novice	31-40	100	3.8	S	-	Soc.
filth proselyte	31-40	100	3.8	S	-	Soc.
filth ritualist	31-40	100	3.8	S	-	Soc.
Ceaff	31-40	100	3.8	S	-	Soc.
Cuidry	31-40	100	3.8	S	-	Soc.
Nace	31-40	100	3.8	S	-	Soc.
bandit cutpurse	31-40	100	3.6	S/S	-	Soc.
bandit cutthroat	31-40	100	3.6	S/S	-	Soc.
bandit highwayman	31-40	100	3.6	S/S	-	Soc.
bandit mage	31-40	100	3.6	S/S	-	Soc.
bandit scavenger	31-40	100	3.6	S/S	-	Soc.
bandit scout	31-40	100	3.6	S/S	-	Soc.
bandit thug	31-40	100	3.6	S/S	-	Soc.
Craig	31-40	100	3.6	S/S	-	Soc.
Raig	31-40	100	3.6	S/S	-	Soc.
Slyr	31-40	100	3.6	S/S	-	Soc.
Contessa Etheae	31-40	100	3.6	S/S	-	Soc.
Lady Talnira	31-40	100	3.6	S/S	-	Soc.
Princess Aleath	31-40	100	3.6	S/S	-	Soc.
wind faerie	31-40	100	3.6	C/S	-	Soc.
wind faerie beguiler	31-40	100	3.6	C/S	-	Soc.
wind faerie cavalier	31-40	100	3.6	C/S	-	Soc.
wind faerie guardian	31-40	100	3.6	C/S	-	Soc.
wind faerie knight	31-40	100	3.6	C/S	-	Soc.
wind faerie magus	31-40	100	3.6	S/S	-	Soc.
wind faerie priestess	31-40	100	3.6	S/S	-	Soc.
Hodapp	31-40	100	3.6	S/S	-	Soc.
Thrug	31-40	100	3.6	S/S	-	Soc.
Vrungash	31-40	100	3.6	S/S	-	Soc.
wood ogre bane	31-40	100	3.6	S/S	-	Soc.
wood ogre fighter	31-40	100	3.6	S/S	-	Soc.
wood ogre oracle	31-40	100	3.6	S/S	-	Soc.
wood ogre runt	31-40	100	3.6	S/S	-	Soc.
wood ogre scavenger	31-40	100	3.6	S/S	-	Soc.
wood ogre warlock	31-40	100	3.6	S/S	-	Soc.
wood ogre warrior	31-40	100	3.6	S/S	-	Soc.
Brieldr	31-40	100	3.6	S/S	-	Soc.
invading healer	31-40	100	3.6	S/S	-	Soc.
invading hunter	31-40	100	3.6	S/S	-	Soc.
invading runemaster	31-40	100	3.6	S/S	-	Soc.
invading shadowblade	31-40	100	3.6	S/S	-	Soc.
invading skald	31-40	100	3.6	S/S	-	Soc.
invading warlock	31-40	100	3.6	S/S	-	Soc.
invading warrior	31-40	100	3.6	S/S	-	Soc.
Johl	31-40	100	3.6	S/S	-	Soc.
Siegadar	31-40	100	3.6	S/S	-	Soc.

THE SUNDERED TOMBS (Levels 41-50)

MOB	LEVEL	AGGRO	ATK.SP	ATTACK	EVASO	SOCIAL
agitated cockatrice	41-50	99	3.8	T/S	-	Soc.
cursed filth	41-50	99	3.8	T/S	-	Soc.
lost boogey	41-50	99	3.8	T/S	-	Soc.
possessed cave fairy	41-50	99	3.8	T/S	-	Soc.
rabid boar	41-50	99	3.8	T/S	-	Soc.
Tarzas	41-50	-	3.0	S	-	Soc.
wood ogre marauder	41-50	99	3.8	T/S	-	Soc.
wood ogre pillager	41-50	99	3.8	T/S	-	Soc.
boulderkin	41-50	99	3.8	T/S	-	Soc.
cursed boogey	41-50	99	3.8	T/S	-	Soc.
Eviner	41-50	99	3.8	T/S	-	Soc.
filth seeker	41-50	99	3.8	T/S	-	Soc.
giant red adder	41-50	99	3.8	T/S	-	Soc.
hidden bandit scout	41-50	99	3.8	T/S	-	Soc.
hidden bandit warrior	41-50	99	3.8	T/S	-	Soc.
L'uar	41-50	-	3.0	S	-	Soc.
Rostle the Wise	41-50	99	3.8	T/S	-	Soc.
Slimefoot	41-50	99	3.8	T/S	-	Soc.
wandering boulderkin	41-50	99	3.8	T/S	-	Soc.
escaped bleeder	41-50	99	3.8	T/S	-	Soc.
fallen cave faerie	41-50	99	3.8	T/S	-	Soc.
J'auvatos	41-50	-	3.0	S	-	Soc.
keltoi journeymen	41-50	99	3.8	T/S	-	Soc.
keltoi wanderer	41-50	99	3.8	T/S	-	Soc.
roaming essence	41-50	99	3.8	T/S	-	Soc.
wandering cockatrice	41-50	99	3.8	T/S	-	Soc.
wandering essence	41-50	99	3.8	T/S	-	Soc.
bogman creeper	41-50	99	3.8	T/S	-	Soc.
bogman scavenger	41-50	99	3.8	T/S	-	Soc.
cave scrag	41-50	99	3.8	T/S	-	Soc.
dark scrag	41-50	99	3.8	T/S	-	Soc.
darkmoon goblin brute	41-50	99	3.8	T/S	-	Soc.
darkmoon goblin seer	41-50	99	3.8	T/S	-	Soc.
pygmy scrapper	41-50	99	3.8	T/S	-	Soc.
Voralia	41-50	-	3.0	S	-	Soc.
D'akar	41-50	-	3.0	S	-	Soc.
darkmoon goblin master	41-50	99	3.8	T/S	-	Soc.
giant red ant warrior	41-50	99	3.8	T/S	-	Soc.
Gajobnar	41-50	99	3.8	T/S	-	Soc.
keltoi elder	41-50	99	3.8	T/S	-	Soc.
maniac skeleton	41-50	99	3.8	T/S	-	Soc.
mithra elder	41-50	99	3.8	T/S	-	Soc.
pygmy runner	41-50	99	3.8	T/S	-	Soc.
Restem	41-50	99	3.8	T/S	-	Soc.
rock scrag	41-50	99	3.8	T/S	-	Soc.
Venn	41-50	99	3.8	T/S	-	Soc.

Midgard Task Dungeons

What type of player are these dungeon tasks geared towards?

Dungeon tasks are developed 100% with the solo player in mind. Groups are able to join together and accept a task if they wish. Where instanced adventure wings are built for groups (yet allow the solo player) dungeon tasks are designed to be just the opposite.

Are there limits to the number of dungeon tasks I can complete per level?

No. If you choose to level from 1 to 50 purely by completing dungeon tasks, that option is available to you.

Do dungeon tasks stop at Level 20?

No, dungeon tasks are available for all levels.

What can I expect to find when I zone into a task dungeon?

Task dungeons are built using classic dungeon art, revamped and significantly updated. These dungeons are smaller than a typical dungeon and contain monsters similar to what you find in the classic zones.

Where are the Task Masters located in Midgard to hand out these tasks?

- 1 - 10 Mularn
- 11 - 20 Audliten
- 21 - 30 Gna Faste
- 31 - 40 Haggerfell
- 41 - 50 Svasud Faste

For more on dungeon tasks and task dungeons, see pp. 8, 164 and 170.

DAMP CAVERN (Levels 1-10)

MOB	LEVEL	AGGRO	ATK.SP	ATTACK	EVASD	SOCIAL
Gobbie	1-10	100	3.8	S/S	-	Soc.
hobgoblin runt	1-10	10	3.8	S/S	-	Soc.
huldu rascal	1-10	10	3.8	T/S	-	Soc.
Izza the Huldu	1-10	100	3.8	T/S	-	Soc.
meager skeleton	1-10	10	3.8	S/S	-	Soc.
prying huldu	1-10	10	3.8	T/S	-	Soc.
rage guardian	1-10	10	3.8	S/S	-	Soc.
reclusive snake	1-10	10	3.7	T/S	-	Soc.
Rickety Rage	1-10	100	3.8	S/S	-	Soc.
rickety skeleton	1-10	10	3.8	S/S	-	Soc.
stingy hobgoblin	1-10	10	3.8	S/S	-	Soc.
cave mauler cub	1-10	10	4.1	C/S	-	Soc.
den cub	1-10	10	4.1	C/S	-	Soc.
Grendel	1-10	100	3.6	S/S	-	Soc.
Growl	1-10	100	4.1	C/S	-	Soc.
reclusive snake	1-10	10	3.7	T/S	-	Soc.
secluded spiderling	1-10	10	3.8	T/S	-	Soc.
small grendelorm	1-10	10	3.6	S/S	-	Soc.
starved wood-eater	1-10	10	3.8	T/S	-	Soc.
Vigor	1-10	100	3.8	T/S	-	Soc.
young grendelorm	1-10	10	3.6	S/S	-	Soc.
huldu clapper	1-10	10	3.8	T/S	-	Soc.
huldu gnasher	1-10	10	3.8	T/S	-	Soc.
huldu guardsman	1-10	10	3.8	T/S	-	Soc.
huldu pokewalker	1-10	10	3.8	T/S	-	Soc.
huldu rascal	1-10	10	3.8	T/S	-	Soc.
huldu trailrunner	1-10	10	3.8	T/S	-	Soc.
Izza the Huldu	1-10	100	3.8	T/S	-	Soc.
Little Zuc	1-10	100	3.8	T/S	-	Soc.
prying huldu	1-10	10	3.8	T/S	-	Soc.
Udluh	1-10	100	3.8	T/S	-	Soc.
enraged hobgoblin	1-10	10	3.8	S/S	-	Soc.
Gobbie	1-10	100	3.8	S/S	-	Soc.
Green the Hobgoblin	1-10	100	3.8	S/S	-	Soc.
hobgoblin runt	1-10	10	3.8	S/S	-	Soc.
hobgoblin smashfoot	1-10	10	3.8	S/S	-	Soc.
hobgoblin thief	1-10	10	3.8	S/S	-	Soc.
hobgoblin whelp	1-10	10	3.8	S/S	-	Soc.
Holmes the Hobgoblin	1-10	100	3.8	S/S	-	Soc.
overgrown hobgoblin	1-10	10	3.8	S/S	-	Soc.
stingy hobgoblin	1-10	10	3.8	S/S	-	Soc.
cave mauler cub	1-10	10	4.1	C/S	-	Soc.
den cub	1-10	10	4.1	C/S	-	Soc.
Growl	1-10	100	4.1	C/S	-	Soc.
reclusive snake	1-10	10	3.7	T/S	-	Soc.
secluded spiderling	1-10	10	3.8	T/S	-	Soc.
Silk	1-10	100	3.8	T/S	-	Soc.
Silver	1-10	100	3.7	T/S	-	Soc.
small grendelorm	1-10	10	3.6	S/S	-	Soc.
starved wood-eater	1-10	10	3.8	T/S	-	Soc.
young grendelorm	1-10	10	3.6	S/S	-	Soc.

STONE CONFINEMENT (Levels 11-20)

MOB	LEVEL	AGGRO	ATK.SP	ATTACK	EVASOCIAL
Dilist	11-20	100	4.4	C/S	- Soc.
goblin brute	11-20	100	3.7	S	- Soc.
Grtarr	11-20	100	4.4	C/S	- Soc.
megalogeros	11-20	-	3.8	C/T	- Soc.
Mortugh	11-20	100	4.4	C/S	- Soc.
pet cave mauler	11-20	100	3.8	S	- Soc.
tomb viper	11-20	100	3.8	S	- Soc.
vendo charmer	11-20	100	4.4	C/S	- Soc.
vendo footman	11-20	100	3.8	S	- Soc.
vendo howler	11-20	100	3.6	S	- Soc.
vendo soldier	11-20	100	3.7	S	- Soc.
Bloodguard Captain	11-20	100	3.6	S/S	- Soc.
megalogeros	11-20	-	3.8	C/T	- Soc.
Murghu	11-20	100	3.8	S/S	- Soc.
svartalf bloodguard	11-20	100	3.6	S/S	- Soc.
svartalf conscript	11-20	100	3.6	S/S	- Soc.
svartalf Magister	11-20	100	3.6	S/S	- Soc.
svartalf rifter	11-20	100	3.6	S/S	- Soc.
svartalf soulknight	11-20	100	3.6	S/S	- Soc.
tomb trow	11-20	100	3.8	S/S	- Soc.
tomb viper	11-20	100	3.8	S	- Soc.
Count Blithe	11-20	100	3.6	S/S	- Soc.
Duke Ertec	11-20	100	3.6	S/S	- Soc.
mammoth bull	11-20	20	4.0	C/T	- Soc.
Outcast Werewolf Noble	11-20	100	3.6	S/S	- Soc.
restless skeleton	11-20	100	3.6	S/S	- Soc.
tunnel spider	11-20	100	3.5	T	- Soc.
warg pup	11-20	100	3.7	S	- Soc.
werewolf priestess	11-20	100	3.6	S/S	- Soc.
werewolf serf	11-20	100	3.6	S/S	- Soc.
werewolf warrior	11-20	100	3.6	S/S	- Soc.
werewolf youth	11-20	100	3.6	S/S	- Soc.
Animated Hero	11-20	100	3.6	S/S	- Soc.
animated warrior	11-20	100	3.6	S/S	- Soc.
captured soul	11-20	100	3.6	S/S	- Soc.
hardened skeleton	11-20	100	3.6	S/S	- Soc.
mammoth bull	11-20	20	4.0	C/T	- Soc.
Rotted Noble	11-20	100	3.6	S/S	- Soc.
rotting warrior	11-20	100	3.6	S/S	- Soc.
rustling skeleton	11-20	100	3.6	S/S	- Soc.
Soul Mistress	11-20	100	3.6	S/S	- Soc.
tunnel spider	11-20	100	3.5	T	- Soc.
werewolf adolescent	11-20	100	3.6	S/S	- Soc.
Brolash	11-20	100	3.6	S/S	- Soc.
Frolash	11-20	100	3.6	S/S	- Soc.
Grolash	11-20	100	3.6	S/S	- Soc.
redcap spiker	11-20	90	3.8	T	- Soc.
tomte adventurer	11-20	100	3.6	S/S	- Soc.
tomte explorer	11-20	100	3.6	S/S	- Soc.
tomte guide	11-20	100	3.6	S/S	- Soc.
tomte mercenary	11-20	100	3.6	S/S	- Soc.
tomte wanderer	11-20	100	3.6	S/S	- Soc.
tunnel spider	11-20	100	3.6	S	- Soc.
voracious sand lizard	11-20	100	3.3	T/S	- Soc.

CONCEALED GUARDHOUSE (Levels 21-30)

MOB	LEVEL	AGGRO	ATK.SP	ATTACK	EVASOCIAL
anxious vendo	21-30	-	4.4	C/S	- Soc.
foolish vendo	21-30	80	4.4	C/S	- Soc.
frantic vendo	21-30	-	4.4	C/S	- Soc.
Meru	21-30	-	4.4	C/S	- Soc.
Ower	21-30	-	4.4	C/S	- Soc.
rabid vendo	21-30	-	4.4	C/S	- Soc.
rampant vendo	21-30	-	4.4	C/S	- Soc.
roving vendo	21-30	-	4.4	T/S	- Soc.
Tollit	21-30	-	4.4	C/S	- Soc.
vendo trickster	21-30	-	4.4	S/C	- Soc.
deadly cave crawler	21-30	50	3.8	S	- Soc.
dire cave crawler	21-30	50	3.8	S	- Soc.
lethal cave crawler	21-30	50	3.8	S	- Soc.
malignant cave crawler	21-30	50	3.8	S	- Soc.
Skelnyssss	21-30	50	3.8	S	- Soc.
Slizzzz	21-30	50	3.8	S	- Soc.
unrelenting cave crawler	21-30	50	3.8	S	- Soc.
venomous cave crawler	21-30	50	3.8	S	- Soc.
virulent cave crawler	21-30	50	3.8	S	- Soc.
Yerossss	21-30	50	3.8	S	- Soc.
bloodthirsty cave bear	21-30	70	3.8	S	- Soc.
brutal cave bear	21-30	70	3.8	S	- Soc.
Eigas the Brutal	21-30	70	3.8	S	- Soc.
enraged cave bear	21-30	70	3.8	S	- Soc.
ferocious cave bear	21-30	70	3.8	S	- Soc.
fierce cave bear	21-30	70	3.8	S	- Soc.
rabid cave bear	21-30	70	3.8	S	- Soc.
Seyfor the Ferocious	21-30	70	3.8	S	- Soc.
snarling cave bear	21-30	70	3.8	S	- Soc.
Territ the Enraged	21-30	70	3.8	S	- Soc.
agitated cave ogre	21-30	70	3.7	S	- Soc.
bothered cave ogre	21-30	70	3.7	S	- Soc.
brawny cave ogre	21-30	70	3.7	S	- Soc.
dumsky cave ogre	21-30	70	3.7	S	- Soc.
Ghumb	21-30	70	3.7	S	- Soc.
Humph	21-30	70	3.7	S	- Soc.
hunched cave ogre	21-30	70	3.7	S	- Soc.
inept cave ogre	21-30	70	3.7	S	- Soc.
morvalt slaktman	21-30	15	3.7	S/S	- Call
stout cave ogre	21-30	70	3.7	S	- Soc.
Tholt	21-30	70	3.7	S	- Soc.
ashen spider	21-30	70	3.8	S	- Soc.
baneful spider	21-30	70	3.8	S	- Soc.
dire spider	21-30	70	3.8	S	- Soc.
Drola the Dire	21-30	70	3.8	S	- Soc.
Edke the Tainted	21-30	70	3.8	S	- Soc.
grave spider	21-30	70	3.8	S	- Soc.
Kozanu the Noxious	21-30	70	3.8	S	- Soc.
noxious spider	21-30	70	3.8	S	- Soc.
tainted spider	21-30	70	3.8	S	- Soc.
virulent spider	21-30	70	3.8	S	- Soc.

HIDDEN LAIR (Levels 31-40)

MOB	LEVEL	AGGRO	ATK.SP	ATTACK	EVASO	SOCIAL
Broodmother Anchora	31-40	100	2.5	T/*	-	Soc
animated archite grymherre	31-40	100	2.5	T/*	-	Soc
chittering archite husker	31-40	100	2.5	T/*	-	Soc
chittering archite krigare	31-40	100	2.5	T/*	-	Soc
chittering archite prelate	31-40	100	2.5	T/*	-	Soc
chittering archite vakt	31-40	100	2.5	T/*	-	Soc
chittering archite warrior	31-40	100	2.5	T/*	-	Soc
chittering archite webasher	31-40	100	2.5	T/*	-	Soc
Nursemaid Chala	31-40	100	2.5	T/*	-	Soc
Nursemaid Dizaloy	31-40	100	2.5	T/*	-	Soc
bloated spider	31-40	100	4.0	T	-	Soc
drakulv converter	31-40	100	4.0	S/S	-	Soc
drakulv prophet	31-40	100	4.0	S/S	-	Soc
drakulv varg tamer	31-40	100	4.0	S/S	-	Soc
feral werewolf	31-40	100	3.2	S/S	-	Soc
Lady Sabura	31-40	100	3.4	S/S	-	Soc
Lord Throst	31-40	100	3.4	S/S	-	Soc
Prince Meral	31-40	100	3.4	S/S	-	Soc
rabid varg howler	31-40	100	3.3	S/*	-	Soc
savage werewolf	31-40	100	3.2	S/S	-	Soc
agitated spirit	31-40	100	3.9	S	-	Soc
Apos	31-40	100	3.9	S	-	Soc
Buto	31-40	100	3.9	S	-	Soc
fitful spirit	31-40	100	3.9	S	-	Soc
Jus	31-40	100	3.9	S	-	Soc
malcontented spirit	31-40	100	3.9	S	-	Soc
perturbed spirit	31-40	100	3.9	S	-	Soc
restless spirit	31-40	100	3.9	S	-	Soc
troubled spirit	31-40	100	3.9	S	-	Soc
unquiet spirit	31-40	100	3.9	S	-	Soc
Dwegar	31-40	100	3.6	S/C	-	Soc
Grurag	31-40	100	3.6	S/C	-	Soc
Soraek	31-40	100	3.6	S/C	-	Soc
wearebear battler	31-40	100	3.6	S/C	-	Soc
wearebear bloodmaw	31-40	100	3.6	S/C	-	Soc
wearebear champion	31-40	100	3.6	S/C	-	Soc
wearebear combatant	31-40	100	3.6	S/C	-	Soc
wearebear savage	31-40	100	3.6	S/C	-	Soc
wearebear sharpclaw	31-40	100	3.6	S/C	-	Soc
wearebear warrior	31-40	100	3.6	S/C	-	Soc
bloodthirsty weewere	31-40	100	3.8	T/S	-	Soc
brutal weewere	31-40	100	3.8	T/S	-	Soc
ferocious weewere	31-40	100	3.8	T/S	-	Soc
Footgnasher	31-40	100	3.8	T/S	-	Soc
ravens weewere	31-40	100	3.8	T/S	-	Soc
savage weewere	31-40	100	3.8	T/S	-	Soc
Shinscratcher	31-40	100	3.8	T/S	-	Soc
Toegnower	31-40	100	3.8	T/S	-	Soc
voracious weewere	31-40	100	3.8	T/S	-	Soc

UNDERGROUND TUNNEL (Levels 41-50)

MOB	LEVEL	AGGRO	ATK.SP	ATTACK	EVASO	SOCIAL
aged silverscale drake	41-50	99	3.8	T/S	-	Soc
animated pebble	41-50	99	3.8	T/S	-	Soc
crazed huldu hunter	41-50	99	3.8	T/S	-	Soc
crazed huldu lurker	41-50	99	3.8	T/S	-	Soc
Emenille	41-50	99	3.8	T/S	-	Soc
fallen svartalf beskyddare	41-50	99	3.8	T/S	-	Soc
Hulge the Huldu	41-50	99	3.8	T/S	-	Soc
Red Talon	41-50	99	3.8	T/S	-	Soc
redcap butcher	41-50	90	3.8	S	-	Soc
skittering archite grymherre	41-50	99	3.8	T/S	-	Soc
stoneskin excavator	41-50	99	3.8	T/S	-	Soc
animated rock	41-50	99	3.8	T/S	-	Soc
Bloodscar	41-50	99	3.8	T/S	-	Soc
elite blodflegel scout	41-50	99	3.8	T/S	-	Soc
exiled svartalf beskyddare	41-50	99	3.8	T/S	-	Soc
giant ribbon toad	41-50	99	3.8	T/S	-	Soc
Jax the Mighty	41-50	99	3.8	T/S	-	Soc
redcap butcher	41-50	90	3.8	S/S	-	Soc
Screed	41-50	99	3.8	T/S	-	Soc
skittering archite prelate	41-50	99	3.8	T/S	-	Soc
stoneskin pounder	41-50	99	3.8	T/S	-	Soc
stoneskin rock grinder	41-50	99	3.8	T/S	-	Soc
animated monolith	41-50	99	3.8	T/S	-	Soc
crazed huldu champion	41-50	99	3.8	T/S	-	Soc
crazed huldu outcast	41-50	99	3.8	T/S	-	Soc
crazed huldu stalker	41-50	99	3.8	T/S	-	Soc
exiled svartalf iakttagare	41-50	99	3.8	T/S	-	Soc
Gabbro	41-50	99	3.8	T/S	-	Soc
marvall mammut jagare	41-50	15	3.9	T/T	-	Call
Silvertongue	41-50	99	3.8	T/S	-	Soc
skittering archite warrior	41-50	99	3.8	T/S	-	Soc
stoneskin demolisher	41-50	99	3.8	T/S	-	Soc
Wollern	41-50	99	3.8	T/S	-	Soc
Aged Broodmother	41-50	99	3.8	T/S	-	Soc
animated stone	41-50	99	3.8	T/S	-	Soc
bergklor tribesman	41-50	3	3.2	C	-	Call
crazed huldu slave	41-50	99	3.8	T/S	-	Soc
elite blodflegel warrior	41-50	99	3.8	T/S	-	Soc
fallen svartalf iakttagare	41-50	99	3.8	T/S	-	Soc
fallen svartalf trollkarl	41-50	99	3.8	T/S	-	Soc
skittering archite webasher	41-50	99	3.8	T/S	-	Soc
Splinter	41-50	99	3.8	T/S	-	Soc
stoneskin faultfinder	41-50	99	3.8	T/S	-	Soc
Yettie	41-50	99	3.8	T/S	-	Soc
animated boulder	41-50	99	3.8	T/S	-	Soc
bergklor provider	41-50	5	3.3	C	-	Call
Bergvyr	41-50	99	3.8	T/S	-	Soc
crazed huldu shaman	41-50	99	3.8	T/S	-	Soc
exiled svartalf vaktare	41-50	99	3.8	T/S	-	Soc
fallen svartalf krigare	41-50	99	3.8	T/S	-	Soc
Kisdem the Clumsy	41-50	99	3.8	T/S	-	Soc
Leafbane	41-50	99	3.8	T/S	-	Soc
skittering archite krigare	41-50	99	3.8	T/S	-	Soc
skittering archite slinker	41-50	99	3.8	T/S	-	Soc
stoneskin pulverizer	41-50	99	3.8	T/S	-	Soc

Hibernia Task Dungeons

If I log out of a dungeon during a task, will the task be there when I return?

No, tasks are not saved upon logout or exiting the dungeon.

Is this one dungeon that I return to over and over again?

The dungeon tasks are divided up into 10-level chunks. For every 10 levels you will be directed to go to one dungeon entrance; however upon zoning in you will find yourself in any one of five different dungeon sets. For the mathematically gifted, that equates to 75 total dungeons across all three realms.

Can I enter an instanced task dungeon without a task?

No, you must have a task in order to zone in.

Can I join a group working on a task inside a dungeon task dungeon from outside?

No — unlike adventure wings, a task dungeon doesn't allow entry midway through its completion.

Where are the Task Masters located in Hibernia to hand out these tasks?

1 – 10	Mag Mell
11 – 20	Hothw
21 – 30	Tir na Mbeo
31 – 40	Tir na Nog
41 – 50	Druim Ligen

For more on dungeon tasks and task dungeons, see pp. 8, 164 and 167.

THE CURSED BURROW (Levels 1-10)

MOB	LEVEL	AGGRO	ATK.SP	ATTACK	EVASOCIAL
decrepit skeleton	1-10	10	5.0	C	- Soc.
frail skeleton	1-10	10	5.0	C	- Soc.
Ghoola	1-10	100	3.8	S	- Soc.
Grislar	1-10	100	3.7	T/T	- Soc.
Icka	1-10	100	3.5	T/T	- Soc.
muire ghost	1-10	10	3.8	S	- Soc.
muire snake	1-10	10	4.5	T	- Soc.
muire spider	1-10	10	3.5	T/T	- Soc.
muire spiderling	1-10	10	3.5	T/T	- Soc.
undead goblin	1-10	10	3.7	C	- Soc.
undead goblin guards	1-10	100	3.7	C	- Soc.
bound spirit	1-10	10	3.8	C	- Soc.
Corpseglow	1-10	100	3.8	C	- Soc.
death wisp	1-10	10	3.8	C	- Soc.
decayed boar	1-10	10	3.8	S	- Soc.
decayed crawler	1-10	10	3.8	S	- Soc.
decayed wolf	1-10	10	3.8	S	- Soc.
Gella the Zombie Mistress	1-10	100	3.8	C	- Soc.
Gorlen the Zombie Master	1-10	100	3.8	C	- Soc.
zombified victim	1-10	10	3.8	S	- Soc.
zombified warrior	1-10	10	3.8	S	- Soc.
Belzetk the Burned	1-10	100	3.8	S	- Soc.
Daemonica	1-10	100	3.8	S	- Soc.
Eek the Imp	1-10	100	3.8	S	- Soc.
infernal cultist	1-10	10	3.8	S	- Soc.
infernal doeman	1-10	10	3.8	S	- Soc.
infernal hag	1-10	10	3.8	S	- Soc.
infernal imp	1-10	10	3.8	S	- Soc.
infernal spider demon	1-10	10	3.8	S	- Soc.
infernal succubus	1-10	10	3.8	S	- Soc.
infernal wolf	1-10	10	3.8	S	- Soc.
cadaver worm	1-10	10	3.8	S	- Soc.
cadaverous ghoul	1-10	10	3.8	S	- Soc.
giant roach	1-10	10	3.8	S	- Soc.
Gorewal	1-10	100	3.8	S	- Soc.
outcast bloody axe battler	1-10	65	3.6	C/C	- Soc.
rat spider	1-10	10	3.8	S	- Soc.
rotting hound	1-10	10	3.8	S	- Soc.
Skelgoth the Eternal	1-10	100	3.8	S	- Soc.
undead grave robber	1-10	10	3.8	S	- Soc.
Wight Lord	1-10	100	3.8	S	- Soc.
worm wood	1-10	10	3.8	S	- Soc.
Gobbler	1-10	100	3.6	T/T	- Soc.
goblin hound	1-10	10	3.6	T/T	- Soc.
goblin spider	1-10	10	3.6	T/T	- Soc.
Oglik	1-10	100	3.6	T/T	- Soc.
outcast scratchfoot sneak	1-10	30	2.5	S/T	- Soc.
tomb goblin	1-10	10	3.6	T/T	- Soc.
tomb goblin ghost	1-10	10	3.6	T/T	- Soc.
Tomb Goblin King	1-10	100	3.6	T/T	- Soc.
tomb goblin shaman	1-10	10	3.6	T/T	- Soc.
tomb goblin skeleton	1-10	10	3.6	T/T	- Soc.
tomb goblin whelp	1-10	10	3.6	T/T	- Soc.

DUSTY TOMB (Levels 11-20)

MOB	LEVEL	AGGRO	ATK.SP	ATTACK	EVASD	SOCIAL
Baroness Essen	11-20	100	3.0	T/S	-	Soc
barrow spider	11-20	100	3.6	S	-	Soc
barrow worm	11-20	100	3.8	S/S	-	Soc
grim haunt	11-20	100	3.8	S/S	-	Soc
Melanielle	11-20	100	3.8	S/S	-	Soc
redcap dissector	11-20	90	3.8	S/S	-	Soc
spectral gaint	11-20	100	3.8	C/S	-	Soc
spectral hero	11-20	100	3.8	S/S	-	Soc
tattered hag	11-20	100	3.0	T/S	-	Soc
tomb skulker	11-20	100	3.7	S/T	-	Soc
Twisted Remains	11-20	100	3.8	C/S	-	Soc
cavern leech	11-20	100	3.8	S/S	-	Soc
cavern wisp	11-20	100	3.8	T/S	-	Soc
Koalibik	11-20	100	4.4	S	-	Soc
Koalibik Aggitator	11-20	100	4.4	S/S	-	Soc
Koalibik Aspirant	11-20	100	4.4	S/S	-	Soc
koalibik harvester	11-20	100	4.4	S/S	-	Soc
koalibik raider	11-20	100	4.4	S/S	-	Soc
koalibik seeker	11-20	100	4.4	S/S	-	Soc
koalibik thrall	11-20	100	4.4	S/S	-	Soc
pelagian lurker	11-20	100	4.4	S	-	Soc
redcap dissector	11-20	90	3.8	S/S	-	Soc
blind beetle	11-20	100	3.8	T/S	-	Soc
deeproot scrag	11-20	100	3.9	C/C	-	Call
Gyruu	11-20	100	3.7	S/S	-	Soc
Myruk	11-20	100	3.7	S/S	-	Soc
redcap legerdemonist	11-20	90	3.8	C	-	Soc
spraggon explorer	11-20	100	3.7	S/S	-	Soc
spraggon lurker	11-20	100	3.7	S/S	-	Soc
Spraggon Overseer	11-20	100	3.7	S/S	-	Soc
spraggon raider	11-20	100	3.7	S/S	-	Soc
spraggon thrall	11-20	100	3.7	S/S	-	Soc
worker drone	11-20	100	5.0	T	-	Soc
Lure of Lost Hope	11-20	100	3.8	T/S	-	Soc
lurking fetch	11-20	100	3.8	C/S	-	Soc
redcap legerdemonist	11-20	90	3.8	C	-	Soc
Thrall-master Guhrk	11-20	100	3.8	C/S	-	Soc
tunnel rat	11-20	100	3.8	T/S	-	Soc
tunnel wisp	11-20	100	3.8	T/S	-	Soc
Urgh Tugh	11-20	100	3.8	S/S	-	Soc
ursine digger	11-20	100	3.8	S/S	-	Soc
ursine drudge	11-20	100	3.8	C/S	-	Soc
ursine explorer	11-20	100	3.8	S/S	-	Soc
ursine raider	11-20	100	3.8	S/S	-	Soc
cavern imp	11-20	100	3.0	S/S	-	Soc
Earl Ogravoke	11-20	100	3.0	T/T	-	Call
Jeele	11-20	100	2.9	S/S	-	Soc
primitive brute	11-20	100	3.3	S/S	-	Soc
redcap legerdemonist	11-20	90	3.8	C	-	Soc
unseele cavern sprite	11-20	100	3.5	T/S	-	Soc
unseele hag	11-20	100	2.9	S/S	-	Soc
unseele lurker	11-20	100	3.0	T/T	-	Call
unseele savant	11-20	100	3.3	S/S	-	Call
unseele wisp	11-20	100	3.8	T/S	-	Soc
Whither	11-20	100	3.5	T/S	-	Soc

DARK CAVERN (Levels 21-30)

MOB	LEVEL	AGGRO	ATK.SP	ATTACK	EVASD	SOCIAL
koalibik ambusher	21-30	50	4.4	S/S	-	Soc
koalibik deserter	21-30	50	4.4	S/S	-	Soc
koalibik drifter	21-30	50	4.4	S/S	-	Soc
koalibik forager	21-30	50	4.4	S/S	-	Soc
koalibik hooligan	21-30	50	4.4	S/S	-	Soc
koalibik piller	21-30	50	4.4	S/S	-	Soc
koalibik scavenger	21-30	50	4.4	S/S	-	Soc
Oaea	21-30	50	4.4	S/S	-	Soc
Rhoan	21-30	50	4.4	S/S	-	Soc
Sysuss	21-30	50	4.4	S/S	-	Soc
Crooks	21-30	25	3.8	C/S	-	Soc
decaying cave toad	21-30	25	3.8	C/S	-	Soc
Emoyce	21-30	25	3.8	C/S	-	Soc
flecked cave toad	21-30	25	3.8	C/S	-	Soc
ire cave toad	21-30	25	3.8	C/S	-	Soc
maddened cave toad	21-30	25	3.8	C/S	-	Soc
petrified cave toad	21-30	25	3.8	C/S	-	Soc
red backed cave toad	21-30	25	3.8	C/S	-	Soc
veined cave toad	21-30	25	3.8	C/S	-	Soc
Xalum	21-30	25	3.8	C/S	-	Soc
Besor	21-30	25	4.4	S/S	-	Soc
Eheri	21-30	25	4.4	S/S	-	Soc
Oughusia	21-30	25	4.4	S/S	-	Soc
watery conveyer	21-30	25	4.4	S/S	-	Soc
watery deviser	21-30	25	4.4	S/S	-	Soc
watery manipulator	21-30	25	4.4	S/S	-	Soc
watery outcast	21-30	25	4.4	S/S	-	Soc
watery planner	21-30	25	4.4	S/S	-	Soc
watery schemer	21-30	25	4.4	S/S	-	Soc
watery surveyor	21-30	25	4.4	S/S	-	Soc
detestable slug	21-30	55	3.8	S/S	-	Soc
icky slug	21-30	55	3.8	S/S	-	Soc
loathsome slug	21-30	55	3.8	S/S	-	Soc
oozing slug	21-30	55	3.8	S/S	-	Soc
Rail	21-30	55	3.8	S/S	-	Soc
revolting slug	21-30	55	3.8	S/S	-	Soc
squirmying slug	21-30	55	3.8	S/S	-	Soc
vile slug	21-30	55	3.8	S/S	-	Soc
Yemils	21-30	55	3.8	S/S	-	Soc
Yeuug	21-30	55	3.8	S/S	-	Soc
giant bewildered crab	21-30	99	4.4	S	-	Soc
giant blackened crab	21-30	99	4.4	S	-	Soc
giant blue backed crab	21-30	99	4.4	S	-	Soc
giant frantic crab	21-30	99	4.4	S	-	Soc
giant razorbacked crab	21-30	99	4.4	S	-	Soc
giant rocky shelled crab	21-30	99	4.4	S	-	Soc
giant soft shelled crab	21-30	99	4.4	S	-	Soc
Kelof	21-30	99	4.4	S	-	Soc
Sudeth	21-30	99	4.4	S	-	Soc
Viyuru	21-30	99	4.4	S	-	Soc

ENCLOSED TUNNEL (Levels 31-40)

MOB	LEVEL	AGGRO	ATK.SP	ATTACK	EVASO	SOCIAL
blood worm	31-40	100	3.8	C/S	-	Soc
earth worm	31-40	100	3.8	C/S	-	Soc
glowing worm	31-40	100	3.8	C/S	-	Soc
inch worm	31-40	100	3.8	C/S	-	Soc
meal worm	31-40	100	3.8	C/S	-	Soc
rock worm	31-40	100	3.8	C/S	-	Soc
Slimy	31-40	100	3.8	C/S	-	Soc
Squirm	31-40	100	3.8	C/S	-	Soc
wiggle worm	31-40	100	3.8	C/S	-	Soc
Whiggle	31-40	100	3.8	C/S	-	Soc
abhoach leprechaun	31-40	100	3.6	C/S	-	Soc
Airbe Druid	31-40	100	3.6	C/S	-	Soc
baath leprechaun	31-40	100	3.6	C/S	-	Soc
dis leprechaun	31-40	100	3.6	C/S	-	Soc
nemetos leprechaun	31-40	100	3.6	C/S	-	Soc
orth leprechaun	31-40	100	3.6	C/S	-	Soc
Poteen	31-40	100	3.6	C/S	-	Soc
rige leprechaun	31-40	100	3.6	C/S	-	Soc
taghairm leprechaun	31-40	100	3.6	C/S	-	Soc
Tiene Sith	31-40	100	3.6	C/S	-	Soc
Albrot	31-40	100	3.8	C	-	Soc
field gnome	31-40	100	3.8	S	-	Soc
forest gnome	31-40	100	3.8	T	-	Soc
Genda	31-40	100	3.8	C	-	Soc
grugach man-at-arms	31-40	100	3.5	S	-	Soc
hill gnome	31-40	100	3.8	S/S	-	Soc
lawn gnome	31-40	100	3.8	C	-	Soc
meadow gnome	31-40	100	3.8	C	-	Soc
Sba	31-40	100	3.8	C	-	Soc
tree gnome	31-40	100	3.8	T	-	Soc
Aethgoddyn	31-40	100	3.5	S	-	Soc
grugach armsman	31-40	100	3.8	T	-	Soc
grugach fighter	31-40	100	4.1	C/S	-	Soc
grugach man-at-arms	31-40	100	3.5	S	-	Soc
grugach scrapper	31-40	100	3.5	S	-	Soc
grugach skulker	31-40	100	3.5	S	-	Soc
grugach tough	31-40	100	4.1	C/S	-	Soc
grugach warrior	31-40	100	3.8	T	-	Soc
Owuddyn	31-40	100	3.5	S	-	Soc
Phynnodere	31-40	100	3.5	S	-	Soc
Drumblos	31-40	100	3.6	S/S	-	Soc
faerie beguiler	31-40	100	3.6	S/S	-	Soc
faerie cavalier	31-40	100	3.6	C/S	-	Soc
faerie courtesan	31-40	100	3.6	S/S	-	Soc
faerie guardian	31-40	100	3.6	C/S	-	Soc
faerie mage	31-40	100	3.6	S/S	-	Soc
faerie priestess	31-40	100	3.6	S/S	-	Soc
faerie swordswoman	31-40	100	3.6	C/S	-	Soc
Moof	31-40	100	3.6	S/S	-	Soc
Throomborg	31-40	100	3.6	S/S	-	Soc

UNUSED MINE (Levels 41-50)

MOB	LEVEL	AGGRO	ATK.SP	ATTACK	EVASO	SOCIAL
Delirious Nottm	41-50	99	3.8	T/S	-	Soc
giant badger	41-50	99	3.8	T/S	-	Soc
Haren	41-50	99	3.8	T/S	-	Soc
poisonous cave beetle	41-50	99	3.8	T/S	-	Soc
Rythem the Obfuscated	41-50	99	3.8	T/S	-	Soc
siabra dazzler	41-50	99	3.8	T/S	-	Soc
siabra priestess	41-50	99	3.8	T/S	-	Soc
siabra skirmisher	41-50	99	3.8	T/S	-	Soc
siabra walker	41-50	99	3.8	T/S	-	Soc
Tinelos	41-50	-	3.0	S	-	Soc
wolfhound protector	41-50	99	3.8	T/S	-	Soc
adolescent weewere	41-50	99	3.8	T/S	-	Soc
albino weewere	41-50	99	3.8	T/S	-	Soc
Anolasa	41-50	-	3.0	S	-	Soc
captured poaka	41-50	99	3.8	T/S	-	Soc
Jurle	41-50	99	3.8	T/S	-	Soc
Malost	41-50	99	3.8	T/S	-	Soc
outcast beast tamer	41-50	99	3.8	T/S	-	Soc
raging brown bear	41-50	99	3.8	T/S	-	Soc
runt weewere	41-50	99	3.8	T/S	-	Soc
Thunderpaw	41-50	99	3.8	T/S	-	Soc
young weewere	41-50	99	3.8	T/S	-	Soc
accursed hag	41-50	99	3.8	T/S	-	Soc
aged risen	41-50	99	3.8	T/S	-	Soc
Belamir	41-50	-	3.0	S	-	Soc
captive lunantisee	41-50	99	3.8	T/S	-	Soc
greater wind ghoul	41-50	99	3.8	T/S	-	Soc
greedy koalanth scavenger	41-50	99	3.8	T/S	-	Soc
Munnul the Magnificent	41-50	99	3.8	T/S	-	Soc
spraggon brute	41-50	99	3.8	T/S	-	Soc
spraggon intimidator	41-50	99	3.8	T/S	-	Soc
Wevelm	41-50	99	3.8	T/S	-	Soc
Whull	41-50	99	3.8	T/S	-	Soc
D'arrie	41-50	-	3.0	S	-	Soc
ghostly crypt spider	41-50	99	3.8	T/S	-	Soc
Jalief	41-50	99	3.8	T/S	-	Soc
Khestle	41-50	99	3.8	T/S	-	Soc
koalanth exile	41-50	99	3.8	T/S	-	Soc
leish demon	41-50	99	3.8	T/S	-	Soc
night crab	41-50	99	3.8	T/S	-	Soc
rabid weewere	41-50	99	3.8	T/S	-	Soc
reanimated skeleton	41-50	99	3.8	T/S	-	Soc
Teek	41-50	99	3.8	T/S	-	Soc
weakened finliath	41-50	99	3.8	T/S	-	Soc
curmudgeon brute	41-50	99	3.8	T/S	-	Soc
curmudgeon captain	41-50	99	3.8	T/S	-	Soc
curmudgeon cave finder	41-50	99	3.8	T/S	-	Soc
curmudgeon fungus seeker	41-50	99	3.8	T/S	-	Soc
curmudgeon mystic	41-50	99	3.8	T/S	-	Soc
curmudgeon sub-captain	41-50	99	3.8	T/S	-	Soc
Flepoche the Ancient	41-50	99	3.8	T/S	-	Soc
Lystal	41-50	99	3.8	T/S	-	Soc
siabra ambusher	41-50	99	3.8	T/S	-	Soc
Tjellor	41-50	99	3.8	T/S	-	Soc

NEW CLASSES

by Mike Lescault

The following pages detail the five new classes introduced in Catacombs, the Heretic, Warlock, Valkyrie, Bainshee and Vampire.

The basic strategy and stats on these classes come straight from the horse's mouth. They were compiled and written by Mike Lescault. Mike is the Mythic designer directly responsible for creating and balancing the Catacombs classes. Basically, when it comes to classes in DAoC, Mike is The Man.

Designers and players, however, often have very different perspectives on the game. Therefore, we got an experienced player to look at each of the new classes in detail during the Catacombs beta test, and then we asked them to write a few words about whatever elements of the class they found significant. These observations are found in the Player's Perspective box of each class's section.



Hibernia: Vampiir & Bainshee

The Shar

Legend tells that long ago, before the Firbolgs and Celts had come to Hibernia, it was the Elves ruled the realm, ruled by the guidance and wisdom of the Seelie Court. One among the members of this court was Leanansidhe, whose great intellect and curiosity led her to begin strange, secret experiments on the creatures that shared the realm with the Elves. When this was discovered, the other Elves of the council were troubled greatly, for in her pursuit of knowledge, Leanansidhe showed no respect for the sanctity of life and the need for harmony and balance in nature. She refused the Court's order to cease her experiments, and was banished.

Bitter and resentful, Leanansidhe swore to avenge herself. She used her newfound understanding, coupled with her considerable magical skills to create a new race she called the Shar. These she fashioned loosely after the Elves, trading the wisdom, beauty and grace of that fair people for belligerence, hostility, and a fearsome, aggressive appearance. As the other races of Hibernia began to make their way into the realm, Leanansidhe broadened the scope of her twisted experiments. She bred monsters called *Bainshee* – half-living semi-wraiths capable of wielding destructive magic, and *Vampiir* – essence-draining warriors that sucked the very life from those they fought.

Enraged, the Hibernian gods sent their followers against Leanansidhe's forces and all but destroyed them. Leanansidhe fled into hiding, abandoning her armies. The Shar people, now leaderless, retreated to the far corners of the world and would not be seen again for thousands of years.

For the Vampiir and Bainshees, Leanansidhe had a special mission. In the final hour before her defeat, those who had survived the war with the mortal races were ordered to disguise themselves and infiltrate the society of the enemy. As generations passed, she hoped, the Vampiir and Bainshee bloodlines would mix with those of their hosts, so that Leanansidhe's power would be disseminated throughout much of the Hibernian population. In this manner, she might be able to someday control those who carried the bloodline.

For thousands of years, the Seelie Court watched vigilantly for Leanansidhe's return. By this time, the Vampiir and Bainshee bloodlines had become so diffuse that Leanansidhe has no power whatever over the heirs to the original creatures. The Shar, left to fend for themselves, had long since forgotten their creator, and the true nature of their origin became a mystery. Similarly, the Elves forgot their old enemy, and so it was that when their descendants encountered the Shar, they did not recognize them as old enemies.

Now that evil forces from deep beneath the Earth have launched an attack on Hibernia, the resulting crisis has given Leanansidhe the perfect opportunity to return. Presenting herself to the Shar Queen as a powerful sorceress, the cunning Elf offered to aide the besieged Hibernian peoples in their struggle. The Shar Queen agreed to seek an audience with the leaders of Hibernia and take Leanansidhe along. There, she informed the council that the peoples of Hibernia possessed ancient hidden powers of which they had lost all knowledge. Intrigued, the leaders of the realm agreed to meet again in a month to see proof. Leanansidhe used the time to seek out and train a number of individuals in whom she detected a trace of her own power. When the assembled leaders saw firsthand what the Vampiir and Bainshees could do with only a month's training time, they agreed to give her whatever she needed. Soon, Leanansidhe's dozens of trainers were venturing forth to unlock the dormant powers of those carrying the ancient powers of the Vampiir and Bainshee.

Much to her chagrin, however, Leanansidhe soon discovered that she had miscalculated. The Vampiir and Bainshee bloodlines had become so diffuse over time that she could not exert any control over them at all. She had unwittingly aided her sworn enemies, and this fact drove her already-demented mind into complete madness. She fled the realm and was not seen again.

BAINSHÉE DESIGNER'S GUIDE

The Bainshee is Hibernia's female-only class, meaning that male characters will not be able to become Bainshees. Only Celts, Elves, and Lurikeens of the Magician base class may speak to a Bainshee trainer and join their ranks.

The Bainshee class is focused on sonic attacks and effects and, depending on how they are specced, can deliver

power spells in Ranged Area Effect, Point-Blank Area Effect, or Frontal Area Effect categories. The class is given 1.0 specialization points per level and is limited to wearing cloth armor only.

Frontal Area Effect spells cover an area 180 degrees centered in front of the Bainshee.

Base Abilities

Quick-Cast

Spectral Force (Baseline)

Spectral Force is the Bainshees baseline spell line. While all Bainshees receive the spells in this line, the damage on the direct damage spell will suffer variance based on how many specification points are placed into the Spectral Guard line.

LVL	NAME	TARGET	COST	DURATION	RECAST	RANGE/RADIUS	EFFECT	COST	PULSE COST	TYPE
AF BUFF										
<i>This is a standard AF buff available to most casters.</i>										
1	Lesser Powerward	Self	3	1200	-	-	-	2%	-	-
3	Powerward	Self	3	1200	-	-	-	2%	-	-
5	Lesser Powerbarrier	Self	3	1200	-	-	-	2%	-	-
9	Powerbarrier	Self	3	1200	-	-	-	2%	-	-
13	Lesser Powerfield	Self	3	1200	-	-	-	2%	-	-
18	Powerfield	Self	3	1200	-	-	-	2%	-	-
24	Powershield	Self	3	1200	-	-	-	2%	-	-
31	Greater Powershield	Self	3	1200	-	-	-	2%	-	-
40	Greater Powerguard	Self	3	1200	-	-	-	2%	-	-
50	Supreme Powerguard	Self	3	1200	-	-	-	2%	-	-

ABSORB BUFF

This is a basic absorb buff.

30	Ward of Power	Self	3	1200	-	-	-	19	-	-
41	Barrier of Power	Self	3	1200	-	-	-	26	-	-

BLADETURN

Standard blade turn bubble.

19	Barrier of Negation	Self	4	-	-	-	-	8%	-	-
----	---------------------	------	---	---	---	---	---	----	---	---

DIRECT DAMAGE

4	Blaring Pain	Enemy	2.6	-	-	1500	20	2	-	BODY
<i>This is a heavy hitting baseline direct damage spell.</i>										
7	Boisterous Pain	Enemy	2.6	-	-	1500	36	3	-	BODY
10	Shrill Pain	Enemy	2.6	-	-	1500	46	5	-	BODY
15	Ringing Pain	Enemy	2.6	-	-	1500	71	7	-	BODY
20	Blustering Pain	Enemy	2.6	-	-	1500	95	10	-	BODY
25	Clamoring Pain	Enemy	2.6	-	-	1500	119	12	-	BODY
29	Bellowing Pain	Enemy	2.6	-	-	1500	135	14	-	BODY
36	Roaring Pain	Enemy	2.6	-	-	1500	167	18	-	BODY
42	Wailing Pain	Enemy	2.6	-	-	1500	195	21	-	BODY
48	Shattering Pain	Enemy	2.6	-	-	1500	223	24	-	BODY

Spectral Guard (Spectline)

Spectral Force is the Bainshees baseline spell line. While all Bainshees receive the spells in this line, the damage on the direct damage spell will suffer variance based on how many specification points are placed into the Spectral Guard line.

LEVEL	NAME	TARGET	CAST	DURATION	RECAST	RANGE/RADIUS	EFFECT	COST	PULSE COST	TYPE
-------	------	--------	------	----------	--------	--------------	--------	------	------------	------

SPELL ABLATIVE

This buff spell lasts 10 minutes. Every 30 seconds it covers groupmates within range of the Bainshee with a damage ablative that only absorbs damage from magical attacks. The amount of the ablative is as listed.

30	Audible Barrier	Group	3	600	30	1500	100	15	-	-
40	Tumultuous Barrier	Group	3	600	30	1500	200	20	-	-
50	Resounding Barrier	Group	3	600	30	1500	300	25	-	-

FRONTAL AEDD

This spell will damage all enemies in the frontal half of the Bainshee's arc (180 degrees). This spell does not experience any drop off in damage, meaning someone 500 units away will be hit for the same amount as someone 50 units away.

1	Bawler's Bruise	Enemy	2.6	-	-	600	4	1	-	BODY
8	Bawler's Affliction	Enemy	2.6	-	-	600	28	7	-	BODY
14	Bawler's Laceration	Enemy	2.6	-	-	600	50	12	-	BODY
22	Bawler's Contamination	Enemy	2.6	-	-	600	79	21	-	BODY
29	Bawler's Infliction	Enemy	2.6	-	-	600	104	27	-	BODY
34	Bawler's Outrage	Enemy	2.6	-	-	600	122	33	-	BODY
39	Bawler's Mutilation	Enemy	2.6	-	-	600	140	37	-	BODY
44	Bawler's Destruction	Enemy	2.6	-	-	600	158	44	-	BODY
49	Bawler's Devastation	Enemy	2.6	-	-	600	176	48	-	BODY

FRONTAL AEROOT

This spell will root all enemies in the frontal half of the Bainshee's arc for the listed duration.

5	Disturbing Vibrations	Enemy	2.5	-	-	600	13	3	-	BODY
13	Disturbing Intonations	Enemy	2.5	-	-	600	20	7	-	BODY
21	Disturbing Modulations	Enemy	2.5	-	-	600	28	10	-	BODY
26	Disturbing Reverberations	Enemy	2.5	-	-	600	38	15	-	BODY
33	Disturbing Echoes	Enemy	2.5	-	-	600	47	19	-	BODY
41	Disturbing Noises	Enemy	2.5	-	-	600	56	25	-	BODY
47	Disturbing Voices	Enemy	2.5	-	-	600	70	30	-	BODY

FRONTAL AEBOLT

This spell will cast a separate bolt that does full damage at every enemy (max of 16) in the frontal half of the Bainshee's arc.

6	Whirring Spike	Enemy	2.5	-	-	750	43	3	-	BODY
12	Humming Spike	Enemy	2.5	-	-	750	74	12	-	BODY
18	Explosive Orb (Minor)	Enemy	2.5	-	-	750	117	18	-	BODY
24	Explosive Orb	Enemy	2.5	-	-	750	148	22	-	BODY
31	Explosive Orb (Major)	Enemy	2.5	-	-	750	192	30	-	BODY
36	Thunderous Burst (Minor)	Enemy	2.5	-	-	750	224	35	-	BODY
42	Thunderous Burst	Enemy	2.5	-	-	750	253	42	-	BODY
48	Thunderous Burst (Major)	Enemy	2.5	-	-	750	291	47	-	BODY

TAUNT

3	Deafening Screech	Enemy	2	-	-	2300	-	3	-	BODY
<i>This spell can be used to pull a monster from range or to interrupt an enemy caster.</i>										
16	Deafening Shout	Enemy	2	-	-	2300	-	8	-	BODY
28	Deafening Wail	Enemy	2	-	-	2300	-	14	-	BODY
43	Deafening Shriek	Enemy	2	-	-	2300	-	21	-	BODY

Phantasmal Wail (Spec)

LEVEL	NAME	TARGET	CAST	DURATION	RECAST	RANGE/RADIUS	EFFECT	COST	PULSE COST	TYPE
-------	------	--------	------	----------	--------	--------------	--------	------	------------	------

PULSING PBAE DD

This spell is a pulsing PBAE spell that will damage all enemies in the area every 3 seconds. Due to the ear piercing nature of this sustained scream, the closer the enemy is to the Bainshee, the more damage they will take. This PBAE pulse cannot be interrupted by normal means, although it will stop if the Bainshee is stunned or mesmerized. This spell drains a significant amount of power while it is running. Bainshees with this spell up may continue to cast other spells normally as other limitations (power, interrupts) permit.

1	Shrill Aura	Enemy	2	3	-	250	7	1	1	BODY
8	Undulating Aura	Enemy	2	3	-	250	60	5	3	BODY
21	Oscillating Aura	Enemy	2	3	-	250	140	12	8	BODY
32	Intoning Aura	Enemy	2	3	-	250	214	20	15	BODY
41	Reverberating Aura	Enemy	2	3	-	350	268	27	20	BODY

PBAE ROOT (NON-INTERRUPTABLE)

This spell is an uninteruptible Point-blank area effect root that will hold enemies in place for the listed duration or until they are hit with another attack.

6	Alarming Outburst	Enemy	2	-	-	150	13	3	-	BODY
12	Alarming Yell	Enemy	2	-	-	250	20	5	-	BODY
18	Alarming Screech	Enemy	2	-	-	250	32	10	-	BODY
25	Alarming Cry	Enemy	22	-	-	250	40	13	-	BODY
31	Alarming Wail	Enemy	2	-	-	300	52	15	-	BODY
42	Alarming Shriek	Enemy	2	-	-	350	68	17	-	BODY

PBAE BEFRIEND

This spell allows the Bainshee to make sounds that have a chance to cause nearby monsters to believe she is one of their kind who is wounded and in need of help. In game terms, this spell will temporarily turn nearby monsters into "Realm Guards" who will attack any realm enemies who are in the area. The Bainshee should use care when tricking monsters in this fashion, for they will come after her when the duration of the spell wears off if she is still nearby and they realize they've been duped.

20	Moan of Bidding	Enemy	2	30	-	350	30	10	-	BODY
30	Captive Bellow	Enemy	2	30	-	500	40	15	-	BODY
40	Alluring Call	Enemy	2	30	-	600	50	20	-	BODY
50	Commanding Call	Enemy	2	30	-	750	60	25	-	BODY

PBAE DEX/QUICK DEBUFF

This spell will debuff the Dexterity and Quickness of all enemies near the Bainshee by the listed amount.

5	Diminishing Yell	Enemy	2	15	-	350	16	3	-	BODY
10	Diminishing Screech	Enemy	2	15	-	350	24	5	-	BODY
15	Diminishing Wail	Enemy	2	15	-	350	33	8	-	BODY
23	Diminishing Cadence	Enemy	2	15	-	350	39	11	-	BODY
28	Diminishing Bellow	Enemy	2	15	-	350	48	14	-	BODY
37	Diminishing Shriek	Enemy	2	15	-	350	56	17	-	BODY
43	Diminishing Scream	Enemy	2	15	-	350	70	20	-	BODY

PBAE ACUITY BUFF SHEAR

This spell has a chance of shearing off the acuity buffs of any enemy within the listed radius around the Bainshee.

24	Instill Concern	Enemy	3	30	-	250	-	25	-	BODY
44	Instill Fright	Enemy	3	30	-	350	-	33	-	BODY

PBAE FEAR

This spell has a chance of scaring any mobs within the listed radius into cowering and moving away from the Bainshee. As this is a pulsing effect, monsters can be continually frightened away for as long as the Bainshee can keep the spell up. When it wears off, the monsters will be angry at the Bainshee and will attempt to attack her (which means they will of course have a chance of being frightened again before reaching her). A monster that is enraged cannot be Feared, and Fear will break on a monster if it is attacked. If the Bainshee is attacked, it will not make the Bainshee fear spell drop, although movement or any other action by the Bainshee will. This spell works in PvE only.

4	Disconcerting Yell	Enemy	2	15	-	750	15	2	-	BODY
11	Vanquishing Yell	Enemy	2	15	-	750	27	5	-	BODY
22	Petrifying Yell	Enemy	2	15	-	750	34	9	-	BODY
29	Unnerving yell	Enemy	2	15	-	750	44	14	-	BODY
39	Chilling Shriek	Enemy	2	15	-	750	54	19	-	BODY
49	Blood Curdling Scream	Enemy	2	15	-	750	65	24	-	BODY

Ethereal Shriek (Spec)

LEVEL	NAME	TARGET	CAST	DURATION	RECS	RANGE/RADIUS	EFFECT	COST	PULSE COST	TYPE
AE	DD									
<i>This spell will damage the target and all enemies nearby for the listed amount. The amount of damage done to those near the target will be affected by the proximity to the target of the spell.</i>										
1	Minor Concussion	Enemy	3	-	-	1500/350	4	1	-	BODY
4	Clamorous Concussion	Enemy	3	-	-	1500/350	20	2	-	BODY
9	Roaring Concussion	Enemy	3	-	-	1500/350	38	4	-	BODY
14	Piercing Concussion	Enemy	3	-	-	1500/350	57	6	-	BODY
19	Resonant Concussion	Enemy	3	-	-	1500/350	73	8	-	BODY
24	Cacophonous Burst	Enemy	3	-	-	1500/350	93	11	-	BODY
29	Clangorous Burst	Enemy	3	-	-	1500/350	114	14	-	BODY
34	Piercing Explosion	Enemy	3	-	-	1500/350	136	19	-	BODY
39	Resonant Explosion	Enemy	3	-	-	1500/350	157	23	-	BODY
44	Deafening Explosion	Enemy	3	-	-	1500/350	174	27	-	BODY

AE SNARE

This spell will snare all enemies caught in the listed radius for the designated amount of time, reducing their movement speed.

6	Inhibiting Cry	Enemy	3	-	-	1500/250	15	3	-	BODY
15	Inhibiting Wail	Enemy	3	-	-	1500/300	25	7	-	BODY
30	Inhibiting Shriek	Enemy	3	-	-	1500/350	40	14	-	BODY
45	Inhibiting Scream	Enemy	3	-	-	1500/400	55	22	-	BODY

AE BOLT

This spell causes a salvo of bolts to be fired at all enemies (max 16) that are within the listed radius around the designated target. Each of these bolts hit for full damage and follow normal bolt rules regarding combat, armor, and shields. Due to the sound based nature of this ability, only a single bolt will be fired if the Bainshee is directing her attack at a target that is above her.

5	Shrieking Cascade	Enemy	2.5	-	20	1875/350	29	5	-	BODY
11	Wailing Cascade	Enemy	2.5	-	20	1875/350	56	11	-	BODY
18	Screaming Cascade	Enemy	2.5	-	20	1875/350	106	18	-	BODY
26	Shattering Cascade	Enemy	2.5	-	20	1875/350	154	25	-	BODY
35	Ear-splitting Cascade	Enemy	2.5	-	20	1875/350	206	35	-	BODY
42	Piercing Cascade	Enemy	2.5	-	20	1875/350	248	42	-	BODY
50	Deafening Cascade	Enemy	2.5	-	20	1875/350	296	51	-	BODY

AE FOCUS NEARSIGHT

This spell allows the Bainshee to focus on a target in the distance and expel fierce sound waves that disorient the target and all around them to the point that their visibility is impaired. The nearsight will stay in place for as long as the Bainshee is able to continue to focus (not moving, casting other spells, or being interrupted) on their target. If the target moves out of range or line-of-sight, the spell will fail. Anyone affected by the area-effect of the spell who moves out of the area of effect will have nearsight drop immediately and will no longer be affected.

7	Vanquish Sight	Enemy	2	-	-	1800/200	-	4	-	BODY
17	Abolish Sight	Enemy	2	-	-	1900/250	-	7	-	BODY
27	Eliminate Sight	Enemy	2	-	-	2000/300	-	12	-	BODY
37	Purge Sight	Enemy	2	-	-	2150/350	-	16	-	BODY
47	Expel Sight	Enemy	2	-	-	2300/400	-	20	-	BODY

FOCUS RANGED PHYSICAL ATTACK SHIELD

21	Wraith's Shield	Group	2	-	30	250	-	10	10	-
31	Wraith's Barrier	Group	2	-	30	350	-	20	20	-
41	Wraith's Barricade	Group	2	-	30	500	-	30	30	-

This spell allows the Bainshee to exhale air in such force as to protect herself and her groupmates from any form of physical projectiles (including arrows/bolts, magical bolts, and siege weapons) for up to 30 seconds. The Bainshee cannot move or take any other actions while maintaining the barricade and will spend considerable power each round it remains up. The barricade will drop if the Bainshee is hit by any other form of attack. (direct damage spells, melee, etc)

Bainshee Realm Abilities

Augmented Strength	Mastery of Magery
Augmented Dexterity	Mastery of Focus
Augmented Constitution	First Aid
Augmented Quickness	Adrenaline Rush
Augmented Acuity	Second Wind
Long Wind	Concentration
Physical Defense	Mastery of Concentration
Serenity	The Empty Mind
Toughness	Mystic Crystal Lore
Ethereal Bond	Raging Power
Lifter	Purge
Veil Recovery	Volcanic Pillar
Wild Power	Bedazzling Aura
Wild Healing	Strike Prediction

STRATEGIES

These are some of the strategies we discovered while designing and testing the Bainshee.

Spectral Guard

Spectral guard provides support for the baseline DD (decreasing variance), as well as the Frontal Area effect spells and the spell ablative group ability.

Quick Bar

- 1 Shattering Pain (Single Target DD)
- 2 Quick Cast Ability
- 3 Bawler's Devastation (FAE DD)
- 4 Thunderous Burst (FAE Bolt)
- 5 Disturbing Voices (FAE Root)
- 6 Deafending Shriek (Interrupt)
- 7 Resounding Barrier (Spell Ablative)
- 8 Barrier of Negation (Bladeturn)
- 9 Realm Ability (MCL, Raging Power, Concentration, Moc)
- 10 Realm Ability

In solo PvE, the strength of the Spectral Guard line is the baseline DD (1). Delving as high as the highest direct damage spell in the game, this spell deals very potent damage. The weakness, however, is in the lack of effective ranged stun, mez, or root, forcing the Bainshee to rely on the short ranged FAE root (5) as her only form of crowd control (and one with such a wide area of affect that it can often causes more harm than good).

With the right set up and the right circumstances, the FAE bolt (4) and DD (3) can be very effective in soloing against lower conning mobs. In groups this spec can truly shine, due to the area of effect and the amount of damage that is done without drop off.

In RvR the single target DD (1) is still very potent for battles within 1500 range, but the FAE spells are very situational. They are effective in open field battles and truly shine in Lord room and internal tower battles. The spell ablative is a welcome addition by both patrol groups and by groupmates with ranged attacks during standoffs, as it allows someone to move up and risk a spell without fear of being hit for full damage.



Phantasmal Wail

This PBAE line has many tools for the Bainshee to use in a variety of situations.

Quick Bar

- 1 Shattering Pain (Single Target DD)
- 2 Quick Cast Ability
- 3 Reverberating Aura (PBAE Pulsing DD)
- 4 Alarming Shriek (PBAE Root)
- 5 Diminishing Scream (PBAE Dex/Quick Debuff)
- 6 Instill Fright (PBAE Acuity Buff Shear)
- 7 Commanding Call (PBAE Befriend)
- 8 Blood Curdling Scream (PBAE Fear)
- 9 Realm Ability (MCL, Raging Power, Concentration, Moc)
- 10 Realm Ability

This line is very difficult for a solo player in PvE, but really shines when in a group. The pulsing PBAE (3) delivers damage that cannot be stopped by interruption while allowing the Bainshee to still cast her single target DD.(1) The PBAE Fear (8) spell works as a form of "reverse crowd control" that can save a group when faced with a bad pull.

In RvR, this line is effective for a PBAE-focused Patrol group and effective for tower battles with the counter-PBAE abilities of the Dex/Quick Debuff (5) and Acuity Buff shear (6).

This is the PBAE line which has a lot of tools. Without spec'ing medium to high in SG, the resulting high variance and power cost of the baseline DD will make the PW Bainshee extremely difficult to solo. The line really shines in PvE however, due to the pulsing PBAE DD and the reverse crowd control benefits of the PBAE Fear spell.

In RvR, this line also brings Dex/Quick debuff and Acuity buff shear to the table, which should help to even the playing field versus the much faster casting enemy PBAEers, especially with the help of their own uninterrupted Pulsing PBAE DD.

Added utility in RvR comes in the form of the PBAE befriend spell which can be used to turn frontier monsters into realm guards, allowing the Bainshee and her group a chance to lure an enemy group (or many groups) into what is effectively a monster ambush, providing a chance to escape or to engage the enemies at better odds.

Ethereal Shriek

The Bainshee's Ranged Area Effect line is effective in both PvE and RvR.

Quick Bar

- 1 Shattering Pain (Single Target DD)
- 2 Quick Cast Ability
- 3 Deafening Explosion (AE DD)
- 4 Deafening Cascade (AE Bolt)
- 5 Inhibiting Scream (AE Snare)
- 6 Expel Sight (Focus AE Nearsight)
- 7 Resounding Barrier (Spell Ablative)
- 8 Barrier of Negation (Bladeturn)
- 9 Realm Ability (MCL, Raging Power, Concentration, Moc)
- 10 Realm Ability

Soloing in PvE is usually best done by finding a large number of lower con monsters and attacking them with the AE bolt (4) and following up with AE DDs (3) until they're all dead. This spec is also extremely effective in PBAE/AE PvE groups.

In RvR, the AE line is extremely effective in siege battles, offering an AE bolt (4) that can be followed up by AE DDs.(3) In addition, the Ethereal Shriek Bainshee has AE focus Nearsight (6) which can be used to force enemies to reposition from their current vantage point, and the Resounding Barrier (7) Focus spell which will protect all groupmates within radius from all ranged physical attacks (magic bolts, arrows, siege) for a short time. The limitation of the AE Bolts (4) only firing a single bolt when attacking targets higher than the Bainshee makes this line much stronger on the keep/tower defenses and open fiends stand offs rather than keep/tower sieges.

Closing Note

The most effective specialization template for the Bainshee will likely be to spec fairly high in one of the three lines. If Phantasmal Wail or Ethereal Shriek are chosen as the dominate line, it makes a lot of sense to put the remaining points into Spectral Guard, to limit the variance of the Bainshee's only single-target damage spell.

Unlike most other classes in the game, the Bainshee's three style lines each really represent three different and distinct styles of play.

PLAYER'S PERSPECTIVE

By Rebecca "Shlobahn" Vogan

Bainshees start out in the Magician class.

Distribute primary stats for points as you would a classic Magician character. One excellent way to spread points:

-10 Int

-10 Dex

-5 Con

-5 Str

At level 5, after speaking to the Bainshee trainer, you get three lines to choose from: Phantasmal Wail, Ethereal Shriek and Spectral Wail.

All lines contain a speed decrease spell. In Spectral Wail it's frontal arc, Ethereal Shriek (area of effect) and Phantasmal Wail (pulsing area of effect).

Spectral Force

This is the baseline. A single target direct damage as well as AF buffs and blade turn are located here. However, Spectral Force and Spectral Guard are tied together. The effectiveness and variance of the direct damage in this line is tied to the amount of spec points put into Spectral Guard. Less chance to resist and more consistent damage is shown. It's not a true baseline as other Hibernian casters are used to.

Spectral Guard

The spells are (mostly) frontal arc. A bolt — a high damage spell on a reuse timer — can only hit a maximum of 16 targets in the frontal arc. It does not have a damage drop-off as most AoE spells have — no matter where you are in the spell radius, it hits for the same damage.

There's a long range "taunt," doing low damage (very

low), meant more to attract attention at range than do damage. And, of course, there's a frontal arc speed decrease. It slows the target down considerably, rather than stopping them, until spell duration ends or the target is damaged.

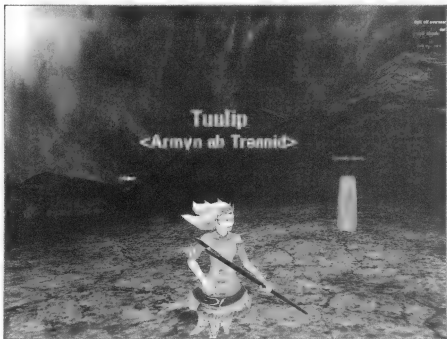
Later in the line, at spec level 30, it pulses every 30 seconds on everyone in your group. It's a duration based buff, which means it lasts for 10 minutes, then needs to be recast.

Phantasmal Wail

The spells in Phantasmal Wail are all point blank area of effect spells, rather than frontal arc spells, which differs the spell line from Spectral Wail. The speed decrease is also a point blank area of effect. There is no need to target anything when casting these spells; the spell's effect radiates from the caster to hit the targets around him/her.

The spell line contains two Dex/Qui debuffs, lowering those stats on your target. One's instant, one is cast.

The direct damage of the line is pulsing. It has a fixed 5-second recast timer that cannot be lowered, but it doesn't need recast, and is always on until you run out of power, and you can move while it's running. However, because it pulses, it drains power the longer you keep it going, meaning it's not a spell you can just leave running. It can



be risky in situations where you are moving into aggro, and in RvR it can be an unintentional mezz breaker. It does have diminishing returns, unlike the DD in Spectral Guard. The further the target is from the caster, the less damage it takes.

A handy little spell in Phantasmal Wail is one that “turns” neutral/friendly monsters into “realm guards,” meaning if an enemy player comes into range, the monster will attack it. Also the scare spell, when cast, will drive monsters away for a short time. They do, however, come back after the duration is over and attack you.

At spec level 34 the Phantasmal Wail offers an acuity buff sheer, which decreases an acuity buff’s effectiveness on a target.

Ethereal Shriek

This is another area of effect line.

This line has a snare, rather than a speed decrease. It’s more like a quick trap of your target. There’s also an area of effect bolt, as in Spectral Guard, able to hit a maximum of 16 targets.

To differentiate this line, it has an area of effect Nearsight spell. It is focus-based as well as duration-based. It will



break if the Bainshee moves, tries to cast, or is hit. It also has a short set timer.

The line also boasts a projectile shield. This is a focus shield — not a damage shield, more like a blade turn bubble — that protects the group from arrows, bolts and siege weapons like catapults and ballista.

Specing

A good way to start specing your Bainshee would be to put the most points into Spectral Guard, then decide which of the other lines to spec in.

Ethereal Shriek, in my opinion, adds the most utility in tandem with Spectral Guard. Spectral Guard’s spells pack a lot of punch, being frontal arc and not true area of effect.

Phantasmal Wail seems to be a good secondary line for PvE, with the scare spell that can be very handy against monsters. However, the debuffs in the line would make it possible for the Bainshee to debuff her own damage (body).

It can be a tough choice; it comes down to play style. Specing Spectral Guard/Ethereal Shriek gives strong “instant” damage, but not the opportunity to debuff, while Ethereal Shriek or Spectral Guard/Phantasmal Wail would give you massive damage potential, but over time. For pure damage, you could spec primarily in only one line to 50, but you’ll be giving up a lot of versatility. Double specing a line could be useful if you want the perks the other line offers, making the Bainshee great for keep siege/defense.

Specing just one line makes the Bainshee a raw damage dealer.

All the damage in all lines is body damage. Killing monsters weak to that damage type makes leveling extremely easy.

The Bainshee shines in areas where she can have maximum space to pull at a distance. However, the frontal arc/area of effect spells do require a very conscious, aware player. It is very easy to pick up unwanted monsters in a pull.

Instanced dungeons are wonderful for Bainshees. If done carefully, you can use some of the cone effect spells. The bolt spell can be well used in this area, once you get the target close enough that you can use it carefully without hitting unwanted monsters.

VAMPIIR DESIGNER'S GUIDE

The Vampiir is one of the most interesting and unique classes in Catacombs. Due to the unnatural half-dead nature of the class, only Shar, Celts, and Lurikeens can choose to become Vampiirs. However, given the origins of the class, Guardians, Magicians, Naturalists, Stalkers, and Foresters are all eligible to become Vampiirs at level 5 by speaking with a local Vampiir trainer.

The Vampiir has 1.5 specialization points per level (above level 5) to spend over 4 spec lines: Piercing, Shadow Mastery, Vampiiric Embrace and Dementia, which I explain in more detail below. The class is limited to wearing leather armor and using piercing weapons, but also gains the Climb Walls and Safe Fall abilities, as well as a passive form of health regeneration that is always on.

The core of the Vampiir is very different from other classes. Vampiirs do not gain power by normal means, and must instead drain their power by doing melee damage to an opponent. In fact, the Vampiir will slowly drain power over time if they do not continually replenish it. Power regen spells, power potions, power fonts, power regen items, and all other forms of power regen will not work on the Vampiir.

In combat, Vampiirs battle by wielding a one-handed piercing weapon in their right hand, while casting spells with their left hand. The class can cast spells while actively engaged in melee combat and while moving, and even while performing weapon styles at the same time.

Due to their unnatural origin, Vampiirs cannot be affected by normal concentration buffs like other characters. Vampiirs are inherently tough, strong and fast, and therefore receive a bonus to their stats in game terms. +3 Dexterity, Strength, and Constitution per level, as well as +2 Quickness. Vampiirs cannot be affected by concentration spells or item spells that boost those four stats, but they can be affected by other buffs.

Base Abilities

LV. ABILITY

- 5 Leeching Bolt (Insta-cast bolt that drains power from target and gives to Vampiir)
- 10 Safe Fall I (reduces falling damage)
- 10 Gorging Bolt
- 20 Safe Fall II
- 20 Abating Bolt
- 25 Climb Walls (Ability to climb keep walls)

LV. ABILITY

- 30 Safe Fall III
- 30 Draining Bolt
- 35 Gnawing Bolt
- 40 Safe Fall IV
- 40 Consuming Bolt
- 45 Ravishing Bolt
- 50 Safe Fall V
- 50 Devouring Bolt

Power

Vampiirs do not gain power by normal means. Instead of gaining power through normal power regeneration, the Vampiir actually loses power over time during activity. (A sitting Vampiir loses power much faster than one in combat) The Vampiir also cannot gain power through power potions, Font of Power, Power regen spells, or Power regen items.

The Vampiir gains power based on the raw melee damage that is done to a target. For example, a Vampiir who hits a monster for 100 hit points might see a return of around 15 power for that one hit. This means that as a Vampiir continues to fight, his power bar will continue to fill up. (unless, of course, he continues to spend it by casting spells)

One additional means of getting power is from a bolt ranged insta-powertap ability that all Vampiirs receive at level 5. On a 30 second recast timer, and not usable while in combat, the power tap provides the Vampiir with a small amount of power to start casting spells as a fight begins.



Piercing

The Vampir's piercing line is similar to the normal Hibernian piercing line with a couple of exceptions.

Called Shots. The Vampir has the ability to pick a spot on their opponent's body and attempt to strike that specific spot. This ability becomes very powerful when used in conjunction with the Vampir's AF / ABS Debuff spell (see below). Head Shot, Torso Shot, and Leg shot are high fatigue/low damage styles that give a significant chance of hitting that part of the target's armor. If the shot misses the target, the location will be determined randomly like normal strikes (note that it's possible to miss a called shot but then have that place still get struck by the random location roll). Eye Shot, Lung Shot, and Knee Cap are called shots that are low in fatigue and very high in damage. These styles chain off of Vampir Feint, which is a medium fatigue cost, low damage style.

LEVEL	NAME	PREREQUISITE	ATTACK	DEFENSE	FATIGUE COST	DAMAGE	EFFECT
2	Dragonfly	-	-	-	High	Starter	-
4	Wasp's Sting	Behind target	Medium Bonus	-	Low	Medium	Bleeding
6	Vampir's Sting	-	Medium Bonus	High Penalty	Medium	Low	Taunt
8	Hornet's Sting	Wasp's Sting	-	Medium Bonus	Medium	Medium	Slowed
10	Scorpion	-	-	-	Medium	None	Detraunt
11	Head Shot	-	-	Medium Penalty	Medium	Low	Target Head
12	Torso Shot	-	-	Medium Penalty	Medium	Low	Target Chest
12	Black Widow	-	Low Bonus	Low Penalty	High	Medium	-
13	Leg Shot	-	-	Medium Penalty	Medium	Low	Target Legs
15	Tarantula	You Parry	Medium Bonus	Low Bonus	Low	Medium	Bleeding
18	Sidewinder	Black Widow	Medium Bonus	-	Medium	High	-
21	Copperhead	To side of target	Medium Bonus	Low Penalty	Medium	Medium	Hindered
25	Diamondback	You evade	Medium Bonus	Medium Bonus	Low	Medium	Stunned
29	Viper's Bite	Tarantula	Medium Bonus	Medium Bonus	Medium	High	-
34	Asp's Bite	Sidewinder	Very High Bonus	Medium Bonus	Low	Medium	Slowed
41	Vampiric Feint	-	Medium Bonus	-	Medium	Low	-
39	Cobra's Bite	Copperhead	High Bonus	Low Bonus	Low	High	-
43	Eye Shot	Vampiric Feint	Low Bonus	Low Penalty	Low	Very High	Target Head
44	Dragonspider	Diamondback	Medium Bonus	-	Medium	Medium	Bleeding
44	Lung Shot	Vampiric Feint	Low Bonus	Low Penalty	Low	Very High	Target Chest
45	Knee Cap	Vampiric Feint	Low Bonus	Low Penalty	Low	Very High	Target Legs
50	Wyvern's Bite	Dragonspider	High Bonus	Low Bonus	Medium	High	Bleeding

Dementia

Vampir Self Buffs. There are two per line and they are on the same 15 second recast timer and they last 60 seconds. So, at the start of the fight you may have to decide to buff your weapon skill then wait 15 seconds and buff your evade. (You cannot evade or parry at all if those buffs are not up).

Maintained Spells. The Vampir has three Maintained spells: Snare, Mez, and Effectiveness debuff. Maintained spells are like normal Vampir spells, except that the Vampir must keep his left hand focused on their target if they want the spell effect to be maintained. The Vampir can continue to fight in melee while maintaining their spell with their left hand. The spell will only drop if they cancel it, cast another spell, or are stunned/mezzed/killed etc.

LEVEL	NAME	TARGET	CAST	DURATION	RECAST	RANGE/RADIUS	EFFECT	COST	PULSE COST	TYPE
-------	------	--------	------	----------	--------	--------------	--------	------	------------	------

SELF MELEE RESIST BUFF

This buff is a flat percentage increase to the melee resists of the Vampir.

8	Hardened Skin	Self	3	60	15	0	5%	6	-	-
13	Solidified Skin	Self	3	60	15	0	10%	20	-	-
23	Fortified Skin	Self	3	60	15	0	14%	30	-	-
33	Impenetrable Skin	Self	3	60	15	0	18%	40	-	-
43	Impervious Skin	Self	3	60	15	0	22%	50	-	-

SELF MAGIC RESIST BUFF

Flat percentage increase in magic resists for the Vampir.

11	Resist Magic	Self	3	60	15	0	5%	4	-	-
18	Deflect Magic	Self	3	60	15	0	16%	20	-	-
25	Avert Magic	Self	3	60	15	0	26%	30	-	-
35	Negate Magic	Self	3	60	15	0	35%	40	-	-
44	Destroy Magic	Self	3	60	15	0	44%	55	-	-

AF/ABS DEBUFF (RANDOM ARMOR PIECE)

Selects a random piece of the enemy's armor (Head, Chest, or Leg) and temporarily withers it into a piece of junk. Item bonuses are not affected, but AF and ABS are reduced depending on the level of Wither Item used. Any melee attacks (by the Vampir or by others) that hit that area will result in additional damage due to the lowered AF and ABS on that piece. (AF and ABS cannot go below zero in any case). Only one piece of armor on a target may be Withered at any time.

5	Wither Defense	Enemy	3	60	-	500	5/10	4	-	-
16	Cancel Defenses	Enemy	3	60	-	500	10/20	14	-	-
28	Negate Defenses	Enemy	3	60	-	500	15/30	20	-	-
37	Remove Defenses	Enemy	3	60	-	500	25/50	30	-	-
49	Destroy Defenses	Enemy	3	60	-	500	30/50	40	-	-

MAINTAINED MEZ

The Vampir's maintained mesmerize spell allows them to select a monster or realm enemy and hold them mezzed. The mez has a max duration depending on level, but must be maintained (no other spells cast) for the duration to continue. When the Vampir cancels the maintained mez or casts another spell, the mez will remain on the target for 1 to 10 more seconds depending on spell level or the point of time during the "pulse" that the Vampir drops the spell. If a target is attacked or purges, the mez will break without any further effect and the target will receive a normal 60 second mez immunity. Determination/Stoicism does not affect the duration of the mez while it is being maintained, but will reduce the "aftereffect" normally. The Vampir will most likely use this spell to mez an odd while trying to finish off the original mob in PvE, and may mez a second attacker in PvR while trying to finish the first. This can also be used in 1 on 1 fights in both PvE and PvR to allow the Vampir to step back and contemplate his/her next move, to catch a breath (normal health and stamina regen will occur), or to wait for help from realm-mates. The Vampir's power continues to drain as long as the mez is held.

30	Mesmerizing Glare	Enemy	3	20	5	700	-	13	1	-
40	Mesmerizing Scowl	Enemy	3	30	5	700	-	22	1	-
50	Mesmerizing Glower	Enemy	3	55	5	700	-	30	1	-

SKILL BONUS DEBUFF

This is an amnesia spell where the Vampir forces the target to forget all the finer points, tricks, and experiences they've learned with their skills. In game terms, this means that all item and realm rank bonuses to skills are removed. (So if you are 50 (+15) in a spell/skill line, this debuff will temporarily make you 50 (+0). If you are 30 (+3) it will make you 30 (+0). This works on all skill lines.

14	Impress Dread	Enemy	3	10	10	500	-	6	-	-
26	Impress Ambiguity	Enemy	3	15	10	500	-	12	-	-
38	Impress Confusion	Enemy	3	20	10	500	-	18	-	-
46	Impress Amnesia	Enemy	3	25	10	500	-	24	-	-

MAINTAINED EFFECTIVENESS DEBUFF

This works the same way as mez/snare. It doesn't break on attack and creates an effect where all damage, healing, and duration abilities used by the target are reduced in percentage equal to the listed amount. If the Vampir continues to maintain the spell, their target will suffer the listed effectiveness penalty to all actions.

1	Hinder Senses	Enemy	3	10	10	500	2%	1	1	-
9	Weaken Senses	Enemy	3	10	10	500	9%	3	1	-
19	Diminish Senses	Enemy	3	10	10	500	19%	9	1	-
29	Abate Senses	Enemy	3	10	10	500	29%	14	1	-
39	Banish Senses	Enemy	3	10	10	500	39%	19	1	-
47	Devastate Senses	Enemy	3	10	10	500	47%	23	1	-

BUFF SHEAR

This spell forces the target to randomly cancel one of their buffs in a fit of self destruction.

45	Self Destruction	Enemy	3	-	10	500	-	20	-	-
----	------------------	-------	---	---	----	-----	---	----	---	---

ICE BASED MAGICAL STRIKE

3	Chilled Claw	Enemy	3	-	15	0	12	2	-	-
This is a cold-based magical attack that can only be used in melee range.										
10	Icy Claw	Enemy	3	-	15	0	36	5	-	-
15	Frigid Claw	Enemy	3	-	15	0	60	7	-	-
20	Freezing Claw	Enemy	3	-	15	0	80	9	-	-
24	Bitter Claw	Enemy	3	-	15	0	100	12	-	-
27	Iced Claw	Enemy	3	-	15	0	120	13	-	-
34	Frost-bound Claw	Enemy	3	-	15	0	135	17	-	-
41	Polar Claw	Enemy	3	-	15	0	160	20	-	-
48	Arctic Claw	Enemy	3	-	15	0	200	24	-	-

Shadow Mastery

LEVEL NAME	TARGET	CAST	DURATION	RECAST	RANGE/RADIUS	EFFECT	COST	PULSE COST	TYPE
ENDURANCE TAP									
<i>This spell steals energy from the target and transfers it to the Vampire's endurance pool.</i>									
1 Dulling Embrace	Enemy	3	0	15	500	15	2%	-	BODY
5 Taxing Embrace	Enemy	3	0	15	500	30	6%	-	BODY
8 Toiling Embrace	Enemy	3	0	15	500	35	7%	-	BODY
13 Tiring Embrace	Enemy	3	0	15	500	40	8%	-	BODY
17 Fatiguing Embrace	Enemy	3	0	15	500	45	9%	-	BODY
22 Weakening Embrace	Enemy	3	0	15	500	50	10%	-	BODY
28 Grueling Embrace	Enemy	3	0	15	500	55	12%	-	BODY
32 Enervating Embrace	Enemy	3	0	15	500	65	14%	-	BODY
37 Burdening Embrace	Enemy	3	0	15	500	75	16%	-	BODY
43 Draining Embrace	Enemy	3	0	15	500	85	18%	-	BODY
48 Exhausting Embrace	Enemy	3	0	15	500	100	20%	-	BODY

SELF HEAL OVER TIME

This Heal over time spell will heal the listed amount of hit points three times over the course of 15 seconds.

4 Recuperation	Self	3	15	15	0	15	6	-	-
15 Restoration	Self	3	15	15	0	45	14	-	-
22 Renewal	Self	3	15	15	0	90	20	-	-
38 Regeneration	Self	3	15	15	0	180	40	-	-
46 Greater Regeneration	Self	3	15	15	0	300	60	-	-

SELF RUNSPEED

This buff can only be cast when the Vampire is out of combat. The self-run speed allows the Vampire to travel quicker than normal, but drops immediately if the Vampire enters combat.

2 Vampire's Sprint	Self	3	300	30	0	1	2	-	-
11 Vampire's Speed	Self	3	300	30	0	2	10	-	-
21 Vampire's Stride	Self	3	300	30	0	3	20	-	-
33 Vampire's Rush	Self	3	300	30	0	4	30	-	-
43 Vampire's Charge	Self	3	300	30	0	5	38	-	-

FIRE BASED MAGICAL STRIKE

3 Heated Claw	Enemy	3	-	-	250	12	2	-	HEAT
<i>This is a heat-based magical attack that can only be used in melee range.</i>									
9 Fiery Claw	Enemy	3	-	-	250	36	4	-	HEAT
14 Smoldering Claw	Enemy	3	-	-	250	60	7	-	HEAT
19 Flaring Claw	Enemy	3	-	-	250	80	9	-	HEAT
24 Scorching Claw	Enemy	3	-	-	250	100	12	-	HEAT
29 Sweltering Claw	Enemy	3	-	-	250	120	14	-	HEAT
34 Burning Claw	Enemy	3	-	-	250	135	17	-	HEAT
40 Searing Claw	Enemy	3	-	-	250	160	20	-	HEAT
49 Blazing Claw	Enemy	3	-	-	250	200	24	-	HEAT

SELF PARRY BUFF

This spell gives the Vampire an increased chance to parry attacks.

8 Resist Attack	Self	3	60	15	0	5%	4	-	-
12 Deflect Attack	Self	3	60	15	0	11%	10	-	-
17 Avert Attack	Self	3	60	15	0	17%	20	-	-
23 Divert Attack	Self	3	60	15	0	23%	30	-	-
31 Deter Attack	Self	3	60	15	0	31%	40	-	-
42 Foil Attack	Self	3	60	15	0	41%	50	-	-
50 Negate Attack	Self	3	60	15	0	49%	60	-	-

SELF HASTE

This spell increases the Vampire's swing speed.

10	Darkened Swiftiness	Self	3	60	15	0	10%	10	-	-
18	Darkened Quickness	Self	3	60	15	0	18%	20	-	-
27	Darkened Alacrity	Self	3	60	15	0	27%	30	-	-
36	Darkened Urgency	Self	3	60	15	0	36%	40	-	-
45	Darkened Haste	Self	3	60	15	0	45%	60	-	-

MAINTAINED SNARE

This works the same way as maintained mex, only it does not break when the target is attacked. So a Vampire can use this to snare a fleeing target and attack them from behind, or can use it to slow down an attacking target and back out of melee range. It's especially interesting in PvE when a Vampire uses the Snare on an odd or tough monster to keep them just out of melee range while the Vampire slowly backs away out of the zone.

30	Voice of Shock	Enemy	3	-	5	700	-	12	1	Body
47	Voice of Horror	Enemy	3	-	5	700	-	20	1	Body

Vampiiric Embrace

LEVEL NAME	TARGET	CAST	DURATION	RECAST	RANGE/RADIUS	EFFECT	COST	PULSE COST	TYPE
------------	--------	------	----------	--------	--------------	--------	------	------------	------

SELF WEAPON SKILL BUFF

Increases the Vampire's weapon skill by the listed amount.

4	Minor Force	Self	3	60	15	0	3%	2	-	-
10	Force	Self	3	60	15	0	9%	6	-	-
20	Greater Force	Self	3	60	15	0	15%	14	-	-
33	Major Force	Self	3	60	15	0	24%	22	-	-
46	Maximum Force	Self	3	60	15	0	30%	40	-	-

SELF EVADE BUFF

Increases the Vampire's chance to evade from the front by the listed amount.

6	Shadow's Reflex	Self	3	60	15	0	6%	6	-	-
12	Shadow's Quickness	Self	3	60	15	0	12%	16	-	-
17	Shadow's Agility	Self	3	60	15	0	18%	24	-	-
24	Shadow's Acuteness	Self	3	60	15	0	24%	36	-	-
31	Shadow's Nimbleness	Self	3	60	15	0	32%	48	-	-
40	Shadow's Fleetness	Self	3	60	15	0	40%	60	-	-
50	Shadow's Swiftiness	Self	3	60	15	0	50%	76	-	-

FUMBLE DEBUFF

Gives the target an increased chance of fumbling their attacks during the duration.

11	Call of the Raven	Enemy	3	30	15	500	10%	14	-	BODY
21	Vengeance of the Raven	Enemy	3	30	15	500	30%	14	-	BODY
32	Wrath of the Raven	Enemy	3	30	15	500	50%	14	-	BODY

FIRE BASED DD

1	Vampire's Heat	Enemy	3	0	-	1500	10	2	-	HEAT
<i>A 1500 range heat-based direct damage spell.</i>										
8	Vampire's Sparks	Enemy	3	0	-	1500	20	4	-	HEAT
14	Vampire's Embers	Enemy	3	0	-	1500	30	6	-	HEAT
18	Vampire's Flare	Enemy	3	0	-	1500	40	9	-	HEAT
22	Vampire's Flame	Enemy	3	0	-	1500	50	11	-	HEAT
26	Vampire's Fire	Enemy	3	0	-	1500	60	13	-	HEAT
30	Vampire's Pyre	Enemy	3	0	-	1500	70	15	-	HEAT
36	Vampire's Blaze	Enemy	3	0	-	1500	80	18	-	HEAT
42	Vampire's Combustion	Enemy	3	0	-	1500	90	21	-	HEAT
47	Vampire's Inferno	Enemy	3	0	-	1500	100	24	-	HEAT

MATTER BASED MAGICAL STRIKE

3	Cutting Claw	Enemy	3	-	-	0	12	2	-	MATT
<i>This is a matter-based magical attack that can only be used in melee range.</i>										
9	Slicing Claw	Enemy	3	-	-	0	36	5	-	MATT
15	Fragmenting Claw	Enemy	3	-	-	0	60	7	-	MATT
19	Lacerating Claw	Enemy	3	-	-	0	80	9	-	MATT
25	Tearing Claw	Enemy	3	-	-	0	100	12	-	MATT
27	Slashing Claw	Enemy	3	-	-	0	120	13	-	MATT
34	Piercing Claw	Enemy	3	-	-	0	135	17	-	MATT
41	Thrusting Claw	Enemy	3	-	-	0	160	20	-	MATT
48	Hacking Claw	Enemy	3	-	-	0	200	24	-	MATT

INCREASED STEALTH DETECTION

Increases the range at which the Vampiir can detect stealthers by the listed amount.

13	Vampiiric Awareness	Self	3	60	30	-	250	10	-	-
28	Vampiiric Sight	Self	3	60	30	-	325	20	-	-
38	Vampiiric Senses	Self	3	60	30	-	450	30	-	-

NPC DIMISSAL

The Vampiir targets a monster, waves his/her left hand and commands, "Leave me Alone." Unless resisted, the monster will turn around and move away from the Vampiir a short distance, then (unless attacked or otherwise provoked) will wander back home. This works on realm guards as well as monsters. If a normally aggro monster is dismissed and returns to its home point, it will then attack anyone within aggro range normally. So it's best to pull a mob/guard away from its home before attempting to dismiss them.

29	Enticing Dismissal	Enemy	3	-	10	500	35	8	-	-
39	Tantalizing Dismissal	Enemy	3	-	10	500	50	15	-	-
49	Dominating Dismissal	Enemy	3	-	10	500	65	23	-	-



Vampiir Realm Abilities

Augmented Strength	Veil Recovery
Augmented Dexterity	Mastery of Pain
Augmented Constitution	First Aid
Augmented Quickness	Second Wind
Augmented Acuity	Ignore Pain
Long Wind	The Empty Mind
Toughness	Purge
Ethereal Bond	Wrath of Champions
Avoidance of Magic	Charge
Lifter	Strike Prediction

STRATEGIES

Below are some of the strategies we developed during the design and testing phases of the Vampiir.

Shadow Mastery

Quick Bar

- 1 Dragon Fly (Anytime)
- 2 Tarantula (Parry Reactionary)
- 3 Viper's Bite (Chains of Tarantula)
- 4 Exhausting Embrace (Endurance Tap)
- 5 Regeneration (Self Heal over Time)
- 6 Blazing Claw (Heat Attack)
- 7 Deflect Attack (Parry Buff)
- 8 Darkened Haste (Haste Buff)
- 9 Voice of Horror (Maintained Snare)
- 10 Devouring Bolt (Power Drain)

Shadow Mastery is perhaps the most effective line for Vampiirs interested in soloing in PvE.

Start by pulling the target with Devouring Bolt (10) to give yourself enough power to fire off a Deflect Attack parry buff (7) before the monster gets to you. Once in melee, queue up Tarantula parry reactionary style (2) with a Dragon Fly anytime (1) backup style. The intention here is to take advantage of any last second parry you might happen to make (allowing you to follow up with a Viper's Bite) while still landing the anytime Dragon Fly should you not parry.

Then begins a very delicate balancing act, using Exhausting Embrace (4) when Endurance gets low and Regeneration (5) when Health starts to get low. You'll find

that most of the time Health, Endurance, and Power all hover in the 10-30% range as you continuously rely on styled melee damage to increase Power, and Power to replenish Hit Points and Endurance.

If the target is very tough and the fight gets desperate, you may find yourself focusing on hitting Regeneration (5) every 15 seconds as it becomes available. If the fight goes well, use the extra power that isn't needed to keep Health and Endurance up, to increase DPS by casting Darkened Haste (8) for increased swing speed or Blazing Claw (6). The Claw spells are attacks you can use repeatedly that essentially turn your extra power into damage.

If things get got really bad, use Voice of Horror (9) and try to scare the target into moving slow, allowing you to back up out of melee range and slowly (and no doubt with much embarrassment) move to safety.

In RvR, fighting single opponents works very much like it does in PvE. The key is to prolong the fight as long as possible, as the more power you have, the more options you have in converting that power to damage, healing, or utility. With multiple opponents it's possible to snare one and move away, allowing you to fight 1 on 1 against the remaining opponent, albeit with one hand almost literally behind your back (since you cannot use your left hand to cast any other spells while maintaining a snare effect).

Voice of Horror makes the Vampiir an excellent main assist in patrol-group RvR due to the value of an unbreakable snare. On the other hand, defenses are a bit weak, especially being only in leather and with only parry as a defensive buff. The trade offs made for a very interesting RvR experience.

Vampiiric Embrace

Quick Bar

- 1 Dragon Fly (Anytime)
- 2 Diamondback (Evade Reactionary)
- 3 Dragon Spider (Chains off of Diamondback)
- 4 Exhausting Embrace (Endurance Tap)
- 5 Call of the Raven (Fumble Debuff)
- 6 Hacking Claw (Matter Attack)
- 7 Shadow's Quickness (Evade Buff)
- 8 Major Force (Weapon Skill Buff)
- 9 Dominating Dismissal (NPC Dismissal)
- 10 Devouring Bolt (Power Drain)

In PvE, start by pulling the target with Devouring Bolt (10) to give yourself enough power to fire off a Shadow's Quickness evade buff (7) before the monster gets to you. Once in melee, queue up your Diamondback evade reactionary style (2) with a Dragon Fly anytime (1) backup style. The intention here is to take advantage of any last second evade you might happen to make (allowing you to continue the chain with a Dragonspider follow up), while still landing the anytime Dragon Fly should you not evade.

Use your Major Force weapon skill buff (8) as soon as you have the power to increase my damage output (which in turn increases power gain) and the Call of the Raven (5) debuff to minimize the damage you're taking.

Endurance is more of an issue with Vampiiric Embrace as compared to Shadow Mastery, but you should find you have more power, which allows for liberal use of Hacking Claw (6) to increase damage output.

Dominating Dismissal (9) is a very cool life saver that comes in handy when you get an add or a double pull, since you can just command the extra monster to "Go Away" and it will.

In RvR, Vampiiric Embrace really shines in small scale battles, especially those in and around keeps. The Evade buff allows you to compete 1 on 1 with any realm enemy, while the NPC Dismissal grants the ability to dismiss enemy keep guards at will.

Dementia

Quickbar 1

- 1 Vampiiric Feint (Anytime - Opener)
- 2 Eye Shot (Chains off of Vampiiric Feint, targets head)
- 3 Lung Shot (Chains off of Vampiiric Feint, targets torso)
- 4 Knee Cap (Chains off of Vampiiric Feint, targets legs)
- 5 Destroy Defenses (Wither Item AF/ABS debuff)
- 6 Polar Claw (Cold Attack)
- 7 Impress Amnesia (Enemy Skill Debuff)
- 8 Exhausting Embrace (Endurance Tap)
- 9 Devastate Senses (Maintained Effectiveness Debuff)
- 10 Devouring Bolt (Power Drain)

Quickbar 2

- 1 Vampiiric Feint (Anytime - Opener)
- 2 Eye Shot (Chains off of Vampiiric Feint and targets head)
- 3 Lung Shot (Chains off of Vampiiric Feint and targets torso)
- 4 Knee Cap (Chains off of Vampiiric Feint and targets legs)
- 5 Destroy Defenses (Wither Item AF/ABS debuff)
- 6 Self Destruction (Buff Shear)
- 7 Fortified Skin (Melee Resist Buff)
- 8 Avert Magic (Magic Resist Buff)
- 9 Mesmerizing Glower (Maintained Mez)
- 10 Devouring Bolt (Power Drain)

The Dementia line has a lot of utility in both RvR and PvE.

In Solo PvE, start by pulling an enemy normally via Devouring Bolt (10), then using that power to Destroy Defenses (5), to lower the armor factor and absorption properties of the target's armor. After noting the location that was debuffed (head, chest, or legs), lead off with a Vampiiric Feint (1) and follow up with the appropriate Eye, Lung, or Knee Cap shot (2)(3)(4) for impressive damage.

As power allows, bring up the Fortified Skin (q2-7) melee resist buff, and then either Polar Claw (6) for extra damage output or Devastate Senses (9) to mitigate the damage you're taking.

In RvR the extra tools like Impress Amnesia (7) and Self Destruction (q2-6) provide a lot of value in small scale battles, especially coupled with the Mesmerizing Glower (q2-9) ability to keep a single opponent mezzed. Avert Magic provided excellent magic resistance in specific situations such as lord room rushes.

Closing Note

The most effective specialization template for the Vampiir will most likely involve mixing two or three lines. The higher level abilities in each magic line take a larger percentage of power to use, so you'll need to take care which version you keep on your quick bars. The Qbars listed above are just basic examples, the most effective Vampiirs will likely have Qbars with lower level buffs for use at the start of a fight, with other Qbars with higher level buffs for decisive use in the middle to end of fights when power is more plentiful.

PLAYER'S PERSPECTIVE

By **Cindy Perez**

The Vampiir is a very unique class in that you could almost call it a Mage/Tank. However, most hybrid classes in DAOc are known for being high damage dealers, but usually poor in the defense department.

The Vampiir, however, is very unusual in being quite capable of holding his own against yellow and sometimes even orange con monsters. But what truly sets this class apart from any currently in the game, is its ability to grow stronger with each combat, rather than weaker. Unlike any other class in the game, its power does not regenerate upon resting, but rather is collected with each landed hit in combat. This means that the Vampiir cannot sit down to regain power, but must engage and stay in combat as much as possible to hold onto power.

When the Vampiir is out of combat too long, the power drains from their supply till it reaches zero, and thus leaves them unable to cast any spells until they damage another in combat.

Due to this, the Vampiir actually grows much stronger by staying in a constant combat with monsters that they are able to kill.

The next unique thing about this class is that it is the only known class able to cast in combat that cannot be interrupted, and most of the Vampiir's spells being able to be cast on the run. The one limiting factor is that, because if it's ability to cast in combat, the Vampiir may use only a one-handed piercing melee weapon and no shields. This seems odd at first, to those who are long time players of DAOc, but you will quickly see how this class makes up for it with spells.

The Vampiir is strongest on Offense, but as a hybrid class it can function as a defender or even a reserve healer/buffer. The Vampiir's a fighter to be sure, but it takes more skill then just pressing one button to play this class.

One of the most important things to keep in mind when playing a Vampiir is that most of your allies buffs will not benefit you. You are somewhere in between dead and alive now, and the spells designed for the living do not work on those who are neither living nor dead. As you grow in level you gain bonuses unlike those of other classes, that are similar to having a buff cast upon you, only these cannot be lost or sheared off in RvR by enemy players.

Grouping

The Vampiir player will find it fairly easy to get accepted into groups. They are a tank first and foremost, which is almost always appreciated, but more importantly they are capable of self healing and require minimal buffs to be as effective as possible. Healer classes in general love to have the luxury of worrying less about buffs and more about healing, and even more importantly a class that can cast a regeneration spell to heal themselves saves the healers power.

Solo

However, This class is indeed versatile and quite capable of soloing with almost no down time if you know what you're doing. The Vampiir's main ability, Power Tap, requires that the monster or target being tapped is not in combat. This means unless you are the group puller, you won't have much of a chance to use this in a group. However, when solo this will be your favorite ability. Having some power to start combat off with is always better then trying to melee enough to cast your spells from scratch. Since this class grows much more powerful in combat then out of it Vampiir's are quite good soloers for those of you who stray from the pack and wish to be left alone. Just remember that the Vampiir is in no way a class that you can take your attention off of in combat.

Starting Out

Shadow magic and piercing are about the only choices you have, if you're the kind of person who wants to go down the tried and true paths. This combo has the most utility for this class, while also doing the most damage. Perhaps the most important thing about this spec, is that the claw damage spells are what you rely on heavily and they appear to be the least resisted spell you can cast. The claw spells not only often out-damage your main hand weapon, they are usually the least power consuming spells to be used in combat.

Armour for the Vampiir class is pretty straightforward. Due to your hybrid status and abilities that are similar to the Assassin's, You are limited to the same armour type as Assassin classes. As a front line hybrid/tank class type your going to want to try and keep armour as up to date and in the best condition possible.

Those of you who plan on twinking (using lots of money on a low level character to give them as big an advantage as possible in PvE or PvP) will want to keep your

armour orange or possibly red as often as possible. The best way to go about doing this is using Aurulite, since it can easily be farmed like DarknessFalls Seals and used to buy 95% quality armour that is specific to Vampiir's in the new Catacombs areas. A suit that will last a level 5 Vampiir to about 13 will cost about 60 Aurulite. This will make excellent armour for many levels, as you purchase higher level armour from the merchants in the new Catacomb's areas.

For those of you who do not have a high level character to twink with, merchant bought armour and loot dropped off monsters will suit you quite well for the early levels up till about 20. This has been a common cut off point in D&OC, after which you'll find very few merchants that take cash and not Aurulite, that can supply you with decent armour.

If at this point you still have no means to supply yourself with Aurulite, then I suggest either finding a guild to help you, or start hunting in the Catacomb's zones. You will be hard pressed to find leather armour drops with stat bonuses that fit your class well in the older world areas. I cannot stress enough the importance that Aurulite will play in the early-mid game for Vampiir's.

Fast Pierce vs Slow Pierce

Fast piecing is not really recommended for this class, due to the lack of power it can draw from the enemy (which is directly related to damage). As much as one would think this wouldn't matter, as the speed of the hits would make up for it, it unfortunately does. More often then not you need your hit to draw enough power to cast, because you'll tend to run low on endurance if you're not careful, and if you are using a fast pierce weapon the damage is not enough to keep your power at a good level when you run out of endurance to style with. Slow pierce is the overall recommended and tested path for Vampiirs.

Tricks

Unlike other classes, the Vampiir wants as little downtime as possible. When Solo, do your best to pick camps that are near lower level monsters – here's why. If you are at a camp that has yellow con monsters and you run low on Power or Health, and there is a green or possibly grey con monster near by, you can use your power tap spell to pull the monster to gain some quick power, and then begin meeleing it using none of your damage spell types to conserve power.

If you're low on Health, this is the time to start casting your regeneration spells. Due to the monster's low level, the chances of it hitting and damaging you is slight, and thus you can use it as a source to regen some health or simply gain some power to allow you to continue fighting the tougher monsters.

It's easy to forget to save enough power to cast a Health regen spell, and find yourself missing half your Health or more at the end of a combat. No yellow, unless it's a very resistant one, should ever leave you with less then half your Health if you're playing the Vampiir correctly. Once you take about a quarter of your health bar's damage, you should initiate your regeneration spell.

This will usually negate all incoming damage and, if things are going well, occasionally allow you to gain in health while still in combat. The spell only lasts 15 seconds and regens 3 times within that limit, but it can be cast again right after it ends, should you need to. You should try to maintain enough power to cast regens throughout the combat if possible, at least till you have the monster half dead – then you may choose to nuke it to death with claw attack spells.

Don'ts

Whenever possible, do not let yourself remain out of combat to the point where you have no power left. You don't absolutely need to have a full power bar after combat, but it's better to engage as fast as possible (using your own judgment) to maintain at least some power. Sitting and resting to regain Endurance is ill-advised, since you have spells available to you that steal Endurance off your enemy. Also, using your regeneration spells effectively should keep you away from the need to rest due to lack of Health.

Do not by any means try to engage solo a monster that is above yellow con that is resistant to your spell damage type, and is capable of dual wielding / double hitting. While the Vampiir is a good offensive class, your lack in defense makes you easy prey for monsters that dual wield / double hit. Your regeneration spells simply cannot keep up with it.

Albion: Heretic

HERETIC DESIGNER'S GUIDE

The Heretic is Albion's new class in the **Dark Age of Camelot: Catacombs** expansion. Starting as an Acolyte, the Heretic rejects the church at level 5 and decides to become a follower of Arawn. Only Avalonians, Britons, and Inconnu can become Heretics.

The Heretic is restricted to wearing cloth armor and wielding small shields, however, they have a 2.0 specialization point per level gain – the same specialization point gain for Warriors, Heroes, and Armsmen. The class can spec in Rejuvenation, Enhancement, Flexible Weapons, Crushing Weapons, and shields.

The Heretic has many abilities that allow it to fill many different roles. They have a Rejuvenation line which has baseline spells which are the same as Clerics and Friars, but with specline abilities focused on doing damage instead of heal-

ing. This provides for a nice combination where a damage specced Heretic also has effective baseline heals that can be used without variance. The Rejuv specline contains the Heretic's Focus damage spells – spells that start off doing very low damage but eventually tick up to extremely high damage output.

The Enhancement line provides the Heretic with baseline buffs equal to those of Friars and Clerics, however the Enhancement specline is much different. This line includes both self and group buffs, including a self-only spell piercing buff and a group reactionary buff shear proc buff.

Finally, the Heretic can also spec in shield for defensive abilities (and offensive stun), as well as Flexible and Crush for weaponlines.

Overall, the Heretic is a class that can be a damage dealer, a healer, and a melee fighter all at the same time. How good the Heretic is at each will depend on how the class is specced.

Heretics

Long ago, Arawn perceived unrest among those who served him. The Inconnu too often ventured to the Deadlands, tempted to disturb the souls that roamed there out of spite. This angered the Lord of the Dead, and in response he created the Zealots. Part internal security force and part inquisitors, the Zealots were feared and respected throughout the ranks of Arawn's minions. Charged with maintaining strict discipline and unquestioning loyalty, the Zealots were empowered by the Lord of the Dead to investigate any reports of corruption, possession or betrayal, and carry out the necessary punishment and re-education.

In creating the Zealots, Arawn made one mistake. In order to better allow him to carry out his duties, he infused each newly-made Zealot with a fraction of his own power. This had an unintended side effect, which was discovered by one of the high-ranking Zealot Captains named Mal'Azak. During a foray into the Deadlands, Mal'Azak felt his powers grow dramatically. He realized that, like Lord Arawn, he could draw strength from the souls of those who had died. Mal'Azak suspected that if he could rally enough of his fellow Zealots to his cause, he might be able to overthrow Arawn and take his place. The plot was discovered, however, and Arawn, unwilling to risk another

insurrection, destroyed the entire Zealot force.

When the Crypt of the Inconnu came under attack by a mysterious evil force lurking deep under the ground, Arawn was faced with a dilemma. His forces were already spread thin aiding the realm of Albion against the Drakoran in Avalon, and there is little hope of withstanding a direct assault against the Inconnu citadel without additional aid. Believing he has no other choice, Arawn has decided to bring back the Zealots. This new breed, however, would be markedly different than the first. Arawn's new order would be fearsome warrior-mages, able to channel their devotion to Arawn into righteous power.

At Lord Arawn's command, trainers have been dispatched to Albion, Avalon, and the Crypt of the Inconnu to prepare the next generation of Zealots for battle. The Clergy of Avalon is not unwary of these new servants of the Dark Lord, who draw their ranks from young and dissatisfied candidates for the priesthood, and so the order has become known in the land as the Heretics, a name which the warriors of Arawn have embraced with grim amusement. Whether this fearsome addition to Arawn's forces will be enough to repel the invading army of Inconnu thralls remains to be seen.

Flexible

Heretics have access to the standard Albion Flexible Weapon Line.

LEVEL	NAME	PREREQUISITE	ATTACK	DEFENSE	FATIGUE COST	DAMAGE	EFFECT
2	Blacksnake	-	-	-	Medium	Starter	-
4	Kingsnake	You parry	Medium Bonus	Low Bonus	Low	High	Bleeding
6	Diamondback	-	-	Medium Penalty	Medium	Low	Taunt
8	Asp	Behind target	Medium Bonus	-	High	Medium	Increased range
10	Viper	You block	Medium Bonus	Low Bonus	Low	High	Stunned
12	Copperhead	Viper	Medium Bonus	Medium Bonus	Low	High	Slowed
15	Tigersnake	Kingsnake	High Bonus	-	Low	High	-
18	Indigosnake	To side of target	Medium Bonus	-	Medium	Medium	Reave Spirit
21	Boomsnake	-	-	Very High Bonus	Medium	None	Detaint
25	Python	-	Low Bonus	Low Bonus	Very High	Low	Reaver Curse
29	Taipan	Copperhead	High Bonus	-	Low	High	-
34	Constrictor	Indigosnake	Very High Bonus	-	Low	High	Hindered
39	Anaconda	Tigersnake	High Bonus	Low Bonus	Medium	High	-
44	Cobra	Taipan	High Bonus	-	Low	High	Reave Soul
50	Leviathan	Behind target	Medium Bonus	-	Medium	Medium	Reaver Soulrend

Crush

Heretics have access to the standard Albion Crush Weapon Line.

LEVEL	NAME	PREREQUISITE	ATTACK	DEFENSE	FATIGUE COST	DAMAGE	EFFECT
2	Daze	-	High	-	-	-	-
4	Back Crush	Behind target	Medium Bonus	Starter	Low	Medium	Stunned
6	Maul	-	High Bonus	Low Penalty	High	High	-
8	Bludgeon	-	Medium Bonus	Medium Penalty	Low	Low	Taunt
10	Bruiser	Back Crush	Medium Bonus	-	Medium	Medium	Bleeding
12	Concussion	You parry	Low Bonus	-	Medium	High	Slowed
15	Contusions	Bludgeon	Medium Bonus	-	Medium	Medium	Stunned
18	Blackjack	Maul	Medium Bonus	-	High	Medium	Stunned
21	Protector	-	-	High Bonus	Medium	None	Detaint
25	Divine Hammer	Behind target	Medium Bonus	-	Medium	Medium	-
29	Skull Breaker	You block	High Bonus	Low Penalty	Low	High	-
34	Side Crush	To side of target	Medium Bonus	-	Medium	Medium	Bleeding
39	Bone Crusher	Concussion	Medium Bonus	Medium Bonus	Low	Medium	Hindered
44	Body Masher	Skull Breaker	Medium Bonus	-	Medium	Medium	Slowed
50	Devastate	Side Crush	High Bonus	Medium Penalty	High	High	-

Shield

Heretics have access to the standard shield line.

LEVEL	NAME	PREREQUISITE	ATTACK	DEFENSE	FATIGUE COST	DAMAGE	EFFECT
3	Numb	-	-	-	High	High	Stunned
8	Stun	You block	-	-	High	High	Stunned
13	Disable	To side of target	-	-	High	High	Stunned
18	Incapacitate	You block	-	Medium Bonus	Very High	High	Stunned
23	Paralyze	Behind target	-	-	High	High	Stunned
29	Bash	You block	-	-	High	Medium	Stunned
35	Mangle	To side of target	-	-	High	Medium	Stunned
42	Slam	-	-	-	Very High	Medium	Stunned
50	Brutalize	You block	-	-	Medium	Medium	Stunned

Rejuvenation Baseline

The Heretic shares the same baseline Rejuvenation abilities as the Friar and Cleric.

LEVEL NAME	TARGET	CAST	DURATION	RECAST	RANGE/RADIUS	EFFECT	COST	PULSE COST	TYPE
MINOR HEAL									
1 Minor Rejuvenation	Friend	2.2	—	—	2000	6	1 power	—	—
3 Minor Regeneracy	Friend	2.2	—	—	2000	11	2 power	—	—
5 Minor Relief	Friend	2.2	—	—	2000	16	3 power	—	—
8 Minor Restoration	Friend	2.2	—	—	2000	23	4 power	—	—
11 Minor Recuperation	Friend	2.2	—	—	2000	31	5 power	—	—
14 Minor Renewal	Friend	2.2	—	—	2000	38	6 power	—	—
18 Minor Revival	Friend	2.2	—	—	2000	48	8 power	—	—
23 Minor Resuscitation	Friend	2.2	—	—	2000	60	10 power	—	—
29 Minor Reviction	Friend	2.2	—	—	2000	75	12 power	—	—
37 Minor Refection	Friend	2.2	—	—	2000	95	14 power	—	—
47 Minor Refocillation	Friend	2.2	—	—	2000	119	17 power	—	—

RESURRECTION

10 Revive	Corpse	4	—	—	2000	—	Variable	—	—
-----------	--------	---	---	---	------	---	----------	---	---

GROUP HEAL

15 Angelic Commendation	Friend	3	—	—	2000	—	17	—	—
25 Angelic Benediction	Friend	3	—	—	2000	—	21	—	—
35 Angelic Blessing	Friend	3	—	—	2000	—	24	—	—
45 Angelic Approbation	Friend	3	—	—	2000	—	25	—	—

HEAL

4 Regeneracy	Friend	2.8	—	—	2000	—	4 power	—	—
6 Relief	Friend	2.8	—	—	2000	—	6 power	—	—
9 Restoration	Friend	2.8	—	—	2000	—	9 power	—	—
12 Recuperation	Friend	2.8	—	—	2000	—	11 power	—	—
16 Renewal	Friend	2.8	—	—	2000	—	19 power	—	—
27 Resuscitation	Friend	2.8	—	—	2000	—	25 power	—	—
31 Reviction	Friend	2.8	—	—	2000	—	28 power	—	—
36 Refection	Friend	2.8	—	—	2000	—	33 power	—	—
46 Refocillation	Friend	2.8	—	—	2000	—	42 power	—	—

Rejuvenation Specline

LEVEL NAME	TARGET	CAST	DURATION	RECAST	RANGE/RADIUS	EFFECT	COST	PULSE COST	TYPE
INSTANT CAST DAMAGE OVER TIME (NON-MOVING)									
5 Flickering Embers	Enemy	3	—	—	700	1	3	—	Heat
10 Smoldering Embers	Enemy	3	—	—	700	3	6	—	Heat
16 Heated Embers	Enemy	3	—	—	700	4	10	—	Heat
23 Molten Embers	Enemy	3	—	—	700	6	13	—	Heat
30 Flaming Embers	Enemy	3	—	—	700	9	19	—	Heat
39 Bursting Embers	Enemy	3	—	—	700	12	25	—	Heat

This spell is an insta-cast DoT that cannot be used while moving. It has limited range and is intended to be used when in melee combat. The damage of this DoT starts low and then ticks up to maximum damage.

48 Incinerating Embers	Enemy	3	—	—	700	15	32	—	Heat
------------------------	-------	---	---	---	-----	----	----	---	------

SINGLE TARGET FOCUS DAMAGE SPELL

4	Arawn's Heat	Enemy	3	-	-	1500	9	2	1	Heat
9	Arawn's Sparks	Enemy	3	-	-	1500	24	6	3	Heat
15	Arawn's Embers	Enemy	3	-	-	1500	33	8	4	Heat
21	Arawn's Flare	Enemy	3	-	-	1500	48	10	5	Heat
26	Arawn's Pyre	Enemy	3	-	-	1500	60	13	6	Heat
31	Arawn's Blaze	Enemy	3	-	-	1500	80	15	7	Heat
37	Arawn's Fire	Enemy	3	-	-	1500	93	18	8	Heat

This spell is a single target focus spell. The damage starts off at a very small amount but ticks up to extremely high damage. This is the highest damage spell in the Heretic's arsenal.

47	Arawn's Inferno	Enemy	3	-	-	1500	122	25	11	Heat
----	-----------------	-------	---	---	---	------	-----	----	----	------

AE FOCUS DAMAGE SPELL WITH SNARE

9	Lava Spate	Enemy	3	-	-	1500	1	1	1	Heat
14	Lava Flux	Enemy	3	-	-	1500	5	4	2	Heat
19	Lava Torrent	Enemy	3	-	-	1500	8	12	3	Heat
25	Lava Inundation	Enemy	3	-	-	1500	12	16	4	Heat
32	Lava Deluge	Enemy	3	-	-	1500	18	21	5	Heat

This spell is an AE focus direct damage spell that includes a snare component. While not doing as much damage as Arawn's Fire, this spell line includes an irresistible snare that can slow down a group of enemies while still doing damage to them.

40	Lava Barrage	Enemy	3	-	-	1500	21	26	6	Heat
50	Lava Avalanche	Enemy	3	-	-	1500	30	32	7	Heat

SINGLE TARGET FOCUS DAMAGE WITH SNARE

3	Blazing Flow	Enemy	3	-	-	1500	6	1	1	Heat
6	Blazing Stream	Enemy	3	-	-	1500	9	2	2	Heat
10	Blazing Flux	Enemy	3	-	-	1500	15	5	3	Heat
13	Blazing Current	Enemy	3	-	-	1500	22	7	5	Heat
20	Blazing Wave	Enemy	3	-	-	1500	29	9	8	Heat
29	Blazing Surge	Enemy	3	-	-	1500	36	14	11	Heat
38	Blazing River	Enemy	3	-	-	1500	43	17	15	Heat

This is a single target version of Lava Deluge which does extra damage.

49	Blazing Flood	Enemy	3	-	-	1500	50	25	20	Heat
----	---------------	-------	---	---	---	------	----	----	----	------

RESURRECT FRIEND AS A HORRIBLE MONSTER

41	Reanimate	Friend	4	-	-	1500	-	0	0	-
----	-----------	--------	---	---	---	------	---	---	---	---

This spell allows the Heretic to call upon the power of Arawn to raise a realimote from the dead as a horrible monster. Once raised, the realimote will not be able to attack for 45 seconds, but will automatically disease and damage any enemies that come too close. While in horrible monster form, the target will only take a fraction of normal damage, however, after 45 seconds the target will return to normal and will be left with only a few hit points remaining.

UNINTERRUPTABLE ST FOCUS DAMAGE SPELL

36	Glistening Blaze	Enemy	3	-	-	1500	83	24	16	Heat
42	Whirling Blaze	Enemy	3	-	-	1500	97	29	22	Heat
48	Torrential Blaze	Enemy	3	-	-	1500	112	31	24	Heat

This spell is a single target focus spell that cannot be interrupted by any range attack. The damage is almost as high as Arawn's fire making it the spell of choice for many Heretics in RvR battle.

INSTA-CAST (NON-MOVING) ST SNARE

6	Fiery Grasp	Enemy	-	20	-	1500	-	7	-	Heat
12	Fiery Tangle	Enemy	-	20	-	1500	-	10	-	Heat
20	Fiery Wrap	Enemy	-	20	-	1500	-	13	-	Heat
28	Fiery Leglock	Enemy	-	20	-	1500	-	16	-	Heat
37	Fiery Grapple	Enemy	-	20	-	1500	-	19	-	Heat

This spell is a single target insta-cast snare that can only be used when the Heretic is standing still. The snare is unbreakable for the first few seconds, allowing the Heretic to escape even if they have a damage shield up, but becomes a breakable snare for the remaining 20 seconds.

46	Fiery Stranglehold	Enemy	-	20	-	1500	-	22	-	Heat
----	--------------------	-------	---	----	---	------	---	----	---	------

FOCUS SNARE + EFFECTIVENESS DEBUFF

7	Afflict Movement	Enemy	3	-	-	1500	5%	1	1	Heat
<i>This spell is a snare plus effectiveness debuff. This is very useful in PvR when a realmmate is under attack in melee. The snare will slow down the attacker while the effectiveness debuff will lower all forms of damage done by the attacker for as long as the focus spell is maintained.</i>										
11	Aggravate Movement	Enemy	3	-	-	1500	8%	3	2	Heat
21	Hinder Movement	Enemy	3	-	-	1500	12%	11	3	Heat
27	Lacerate Movement	Enemy	3	-	-	1500	16%	17	4	Heat
33	Agonize Movement	Enemy	3	-	-	1500	20%	22	5	Heat
41	Torment Movement	Enemy	3	-	-	1500	22%	26	6	Heat
49	Destroy Movement	Enemy	3	-	-	1500	25%	31	7	Heat

Enhancement Baseline

The Heretic shares an Enhancement baseline spell list with Clerics and Friars.

LEVEL NAME	TARGET	CAST	DURATION	RECAST	RANGE/RADIUS	EFFECT	COST	PULSE COST
------------	--------	------	----------	--------	--------------	--------	------	------------

STRENGTH BUFF

3	Blessed Strength	Friend	3	-	-	1000	12	-	-
7	Blessed Potency	Friend	3	-	-	1000	15	-	-
14	Blessed Power	Friend	3	-	-	1000	21	-	-
20	Holy Strength	Friend	3	-	-	1000	26	-	-
30	Holy Potency	Friend	3	-	-	1000	34	-	-
41	Holy Power	Friend	3	-	-	1000	42	-	-
50	Holy Might	Friend	3	-	-	1000	50	-	-

ARMOR FACTOR BUFF

2	Aura of Shielding	Friend	3	-	-	1000	12	-	-
5	Greater Aura of Shielding	Friend	3	-	-	1000	15	-	-
10	Aura of Defense	Friend	3	-	-	1000	20	-	-
16	Greater Aura of Defense	Friend	3	-	-	1000	26	-	-
22	Aura of Guarding	Friend	3	-	-	1000	32	-	-
31	Greater Aura of Guarding	Friend	3	-	-	1000	41	-	-
42	Aura of Deflection	Friend	3	-	-	1000	52	-	-

DEXTERITY BUFF

8	Blessed Dexterity	Friend	3	-	-	1000	16	-	-
13	Blessed Agility	Friend	3	-	-	1000	20	-	-
19	Blessed Coordination	Friend	3	-	-	1000	25	-	-
28	Holy Dexterity	Friend	3	-	-	1000	32	-	-
38	Holy Agility	Friend	3	-	-	1000	40	-	-
48	Holy Coordination	Friend	3	-	-	1000	48	-	-

CONSTITUTION BUFF

6	Blessing of Health	Friend	3	-	-	1000	14	-	-
11	Benison of Health	Friend	3	-	-	1000	18	-	-
15	Benediction of Health	Friend	3	-	-	1000	22	-	-
24	Blessing of Fortitude	Friend	3	-	-	1000	29	-	-
33	Benison of Fortitude	Friend	3	-	-	1000	36	-	-
43	Benediction of Fortitude	Friend	3	-	-	1000	44	-	-

SELF ABS BUFF

9	Buffer of Warmth	Self	3	-	-	1200	5	-	-
21	Buffer of Heat	Self	3	-	-	1200	10	-	-

Heretic - Specline Enhancement

LEVEL NAME	TARGET	CAST	DURATION	RECAST	RANGE/RADIUS	EFFECT	COST	PULSE COST
------------	--------	------	----------	--------	--------------	--------	------	------------

SELF STR/CON BUFF

5	Chthonic Vigor	Self	2	-	-	21	4	-
10	Chthonic Strength	Self	2	-	-	24	6	-
16	Chthonic Fortification	Self	2	-	-	32	8	-
23	Chthonic Focus	Self	2	-	-	40	11	-
32	Chthonic Power	Self	2	-	-	52	15	-
40	Chthonic Force	Self	2	-	-	65	18	-

This spell will increase the Heretic's Strength and Constitution by the listed amount.

50	Chthonic Might	Self	2	-	-	75	22	-
----	----------------	------	---	---	---	----	----	---

SELF DAMAGE ADD

11	Infernal Carve	Self	2	1200	-	2.1	3	-
15	Infernal Cleave	Self	2	1200	-	2.9	5	-
21	Infernal Gouge	Self	2	1200	-	4.2	7	-
27	Infernal Lance	Self	2	1200	-	5.4	10	-
36	Infernal Tear	Self	2	1200	-	7.3	12	-

This spell is a self only damage add.

46	Infernal Slice	Self	2	1200	-	9.4	16	-
----	----------------	------	---	------	---	-----	----	---

DAMAGE SHIELD

6	Diabolic Thorns	Friend	2	1200	-	1.2	0	-
13	Diabolic Spurs	Friend	2	1200	-	1.8	0	-
18	Diabolic Briars	Friend	2	1200	-	2.2	0	-
25	Diabolic Spines	Friend	2	1200	-	2.9	0	-
34	Diabolic Spikes	Friend	2	1200	-	3.7	0	-

This spell is a concentration based damage shield.

44	Diabolic Stakes	Friend	2	1200	-	4.6	0	-
----	-----------------	--------	---	------	---	-----	---	---

GROUP DAMAGE SHIELD

35	Diabolic Fence	Group	2	600	-	3.7	21	-
----	----------------	-------	---	-----	---	-----	----	---

This spell is a group based damage shield that lasts 10 minutes (does not stack with Diabolic Spikes).

45	Diabolic Gate	Group	2	600	-	4.6	29	-
----	---------------	-------	---	-----	---	-----	----	---

SELF ARMOR FACTOR BUFF

7	Kindled Shield	Self	3	-	-	36	5	-
12	Kindled Guard	Self	3	-	-	68	9	-
17	Kindled Barrier	Self	3	-	-	94	11	-
26	Molten Shield	Self	3	-	-	136	15	-
33	Molten Guard	Self	3	-	-	165	18	-
43	Molten Barrier	Self	3	-	-	250	22	-

This spell is a self only Armor Factor buff for the Heretic.

50	Molten Barricade	-	3	-	-	360	26	-
----	------------------	---	---	---	---	-----	----	---

SELF ABS BUFF

25	Buffer of Steam	Self	3	1200	-	15	12	-
32	Buffer of Fire	Self	3	1200	-	20	17	-
41	Buffer of Magma	Self	3	1200	-	25	22	-

This spell is a self only absorption buff for the Heretic.

49	Buffer of Lava	Self	3	1200	-	30	29	-
----	----------------	------	---	------	---	----	----	---

GROUP BUFF-SHEAR REACTIONARY PROC

25	Accursed Infliction	Group	3	1200	-	1000	1%	12	-
30	Accursed Scourge	Group	3	1200	-	1000	2%	14	-
35	Accursed Desolation	Group	3	1200	-	1000	3%	17	-
40	Accursed Hardship	Group	3	1200	-	1000	4%	19	-
45	Accursed Misery	Group	3	1200	-	1000	5%	22	-

This spell is a group buff that gives all group members a chance of proc'ing a reactionary buff shear every time an enemy attacks them. This spell works on all forms of attacks, including melee, archery, and spells. Regardless of the number of times a single group member is hit, there will only be one chance every 5 seconds for a buff to be sheared. (For example, if an Assassin attacks a target with this group buff up, and swings 4 times over 4 seconds, there will only be one check done to see if the Assassin has a buff sheared. If the Assassin is still attacking after 5 seconds, there will be a second check done to see if the Assassin is buff sheared)

SELF RESIST PIERCING BUFF

10	Arawn's Precision	Self	3	1200	-	-	1%	5	-
This self only spell allows the Heretic to ignore up to the listed percentage of spell resists on the target.									
20	Arawn's Accuracy	Self	3	1200	-	-	3%	10	-
30	Arawn's Clarity	Self	3	1200	-	-	5%	15	-
40	Arawn's Acuity	Self	3	1200	-	-	7%	20	-
50	Arawn's Cunning	Self	3	1200	-	-	10%	25	-

Heretic Realm Abilities

Augmented Strength	Wild Power
Augmented Dexterity	Wild Healing
Augmented Constitution	Mastery of Healing
Augmented Quickness	Mastery of Magic
Augmented Acuity	Mastery of Focus
Long Wind	First Aid
Serenity	Second Wind
Toughness	Mastery of Concentration
Ethereal Bond	The Empty Mind
Avoidance of Magic	Mystic Crystal Lore
Lifter	Raging Power
Well Recovery	Purge
Mastery of Blocking	Perfect Recovery
Mastery of Parrying	Bedazzling Aura
Mastery of Pain	Divine Intervention



Strategies

During the development and testing of the Heretic we came across many different templates and tactics for the class.

FULL DEMON SPEC

50 Rejuv, 50 Enhancements, 28 flex, 6 shield.

Quick Bar

- 1 Boomslang (anytime defensive bonus style)
- 2 Viper I (Block reactionary)
- 3 Copperhead (Chains off of Viper I)
- 4 Incinerating Embers (Insta-cast DoT)
- 5 Hells Inferno (highest damage Focus DD spell)
- 6 Molten Deluge (Snare + focus DD used for pulling)
- 7 Torrential Blaze (Focus DD that cannot be interrupted from range)
- 8 Fiery Stranglehold (insta-cast snare that is used to escape or kite)
- 9 Lava Avalanche (AE focus DD + Snare)
- 10 Destroy Will (Focus Debuff only used when grouped)

Playing Tip. Pull melee foes with Molten Deluge. When an enemy hits you, fire off Incinerating Embers and start styling with Boomslang and the Viper/Copperhead change. Use fiery stranglehold if it gets bad and get distance and heal yourself up or flee.

Against ranged foes, try Hells Inferno at first. Once they interrupt you, switch to Molten deluge. Or start of with Torrential Blaze and see if maintaining less damage over a longer time results in a lower health foe when he finally reaches you.

LEVI/SHIELD SPEC

50 Flex, 42 Shield, 39 Rejuv

Quick Bar

- 1 Boomslang (anytime defensive bonus style)
- 2 Slam (9 second stun)
- 3 Leviathan (High damage rear attack)
- 4 Bursting Embers (Insta-cast DoT)
- 5 Hells Fire (Highest damage Focus DD spell)
- 6 Molten Barrage (Snare + focus DD used for pulling)
- 7 Glistening Blaze (Focus DD that cannot be interrupted from range)
- 8 Fiery Grapple (insta-cast snare that is used to escape or kite)
- 9 Lava Deluge (AE focus DD + Snare)
- 10 Agonize Will (Focus Debuff only used when grouped)



Playing Tip. Pull foes in the same way you would with the Demon Spec. When the enemy gets into melee, fire off Bursting Embers and then slam him. Once the slam lands, quickly spin around behind and try to get off 2-3 Leviathan's.

DEMONIC SHIELD SPEC

50 Rejuv, 42 Shield, 39 Flex

Quick Bar

- 1 Boomslang (anytime defensive bonus style)
- 2 Viper I (Block reactionary)
- 3 Copperhead (Chains off of Viper I)
- 4 Incinerating Embers (Insta-cast DoT)
- 5 Hells Inferno (highest damage Focus DD spell)
- 6 Molten Deluge (Snare + focus DD used for pulling)
- 7 Torrential Blaze (Focus DD that cannot be interrupted from range)
- 8 Fiery Stranglehold (insta-cast snare that is used to escape or kite)
- 9 Lava Avalanche (AE focus DD + Snare)
- 10 Slam (9 second stun)

Playing Tips. Same as the Pure Demon Spec with the additional bonus of being able to use stun to either cast a few quick heals or escape.

Closing Note

The Heretic is a class that is very useful in both RvR and PvE. In PvE, the class can function as a solid back up healer by the use of baseline spells, a high damage output nuker through the use of Focus Damage nukes, or meleer with the use of Crush or Flexible weapon lines coupled with the utility and defensiveness of spec shield, plus the added benefits provided from spec enhancement.

In RvR, the Heretic can put out the most damage of any character in DAOC if left alone, but can also provide healing, as well as engage in melee. The group buff shear reactionary proc as well as the reanimation ability make it very desirable in patrol groups as well.

PLAYER'S PERSPECTIVE

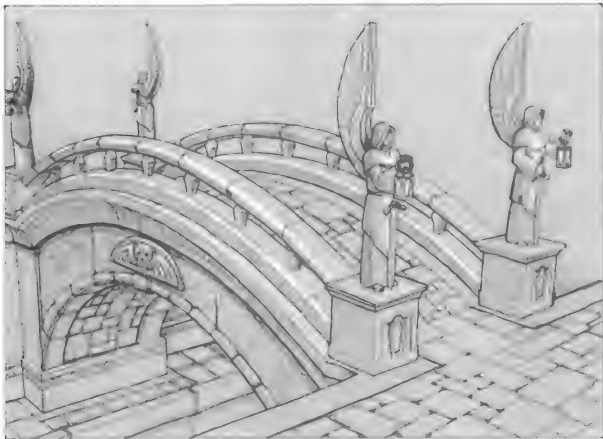
By Shaun "Ranorian" Bennett

The Heretic is not a simple class to play, but can be very rewarding. As you look over the spec paths for the Heretic, remember that no one spec is perfect, and there're many different options to fit each person's playstyle.

No matter what spec you choose, you're going to be using the new Heretic focus spells. These spells force you to stand still to cast, and gradually ramp up to some really nasty damage. The best situation to use these in is a group where others can hold the aggro and you can blast away, but it works nicely for soloing too. In RvR it's a bit more difficult, since the players will know exactly where you are due to the graphics of your spells. Open up with the uninterruptible spell, and if no one messes with you switch to the higher-damage focus spells and

start racking up some damage. A great combo would be a tank guarding a Heretic and warding off most attack with the shield. Even better, a tank with the master level skill Bodyguard. But don't forget you can heal! Healing is perhaps even more valuable than damage, and keeping your group alive should be your main priority if there isn't a Cleric or Friar in the group.

In Player vs. Environment, try to stick to monsters vulnerable to flame. Animals, most undead, and plant monsters are all vulnerable to fire and make great soloing material. A two-Heretic group can take out monsters much higher level than the players in the duo, since one person can hold aggro while the other pounds the monster with the high-damage focus spells, and heals if necessary. Heretics are a lot of fun in the higher level monster raids, such as Caer Sidi and Darkspire, since while the spells will still resist, odds are one of the last ticks will land, often for several hundred damage on the epic monsters.



Midgard: Valkyrie & Warlock

Valkyries

The Order of the Valkyries was founded by two orphaned twin sisters named Sigrun and Brynhild, who, since childhood, have claimed to be able to hear the voices of the honored dead speaking to them from Valhalla. The identities of the girls' parents remain a mystery; what is known is that they were found as infants, wrapped in blankets of gold and white, on a muddy plain where warriors from Midgard had thwarted an attack by a large Hibernian force the day before. As the surviving Midgard troops set about gathering up their dead, a soldier named Halker stumbled across the girls, inexplicably unharmed and in seemingly perfect health.

Halker, a Warrior and devout follower of Odin, had earned great honor during the battle. When he was summoned to Jordheim to be decorated, he took with him the baby girls, who he had named Sigrun and Brynhild after two of Odin's legendary Valkyries. In his eyes, his miraculous discovery of the infants must surely be the will of Odin, whom he would honor by raising the children to the best of his ability. Following the ceremony, Halker was granted property and wealth. He retired from active service in the army to serve as a trainer to other Warriors, and to devote himself to his newfound role as a father.

As the girls grew older, they displayed a voracious interest in the martial disciplines. Even Halker, who had known a great many warriors of considerable skill, was impressed by their natural athleticism and strength. When the girls began to speak of the voices of those long dead that they could hear, Halker did not doubt them. It little surprised him, then, when the twins also began to demonstrate considerable magical aptitude. With their combination of prowess in battle and the powerful magic they could wield, the girls were seldom defeated in their training matches.

One night, Halker was awakened by loud screaming. Leaping from his bed, he ran to the girls to find them both in tears. The flaxen-haired twins both claimed that the honored warriors of Valhalla had called out to them in their dreams and showed them

a vision of their land in ruins, conquered by an evil force that would rise up from the depths of the Earth. A time would soon come, the spirits said, that the girls would be called upon to gather a special troupe of female warriors and lead their realm in battle against this mysterious new threat. Embracing his beloved daughters, Halker swore to help in whatever way he could.

The very next day, the three set out on a journey to travel the length and breadth of the realm. At each village, Halker, Sigrun, and Brynhild gathered the most able-bodied women and told them that any who wished to serve their realm in the field of battle should await the impending summons. The most capable among these, the three bade travel with them. By the time the company returned to Jordheim, their numbers had swelled to more than thirty.

Under the leadership of Halker, Sigrun and Brynhild, the young women who had come to Jordheim were drilled and trained night and day, and sworn to the service of Odin. Months passed and the recruits matured into formidable warriors. The twins informed each of the trainees that they would be asked to go forth and train others when the time came.

Less than a week later, a delegation of Kobolds dressed in strange clothes appeared in the city streets, asking for an audience with the leaders of the realm. That evening, the twin girls awoke from a dream at exactly the same time. Waking their pupils, they told them to pack lightly, and gave each a destination to which she should travel as swiftly as possible. In this new dream, Odin himself had spoken to the girls. Deep beneath the earth, he had warned in a thundering voice, a terrible force was marching relentlessly toward the surface, the domination of all Midgard fixed in its mind. Odin's faithful Warriors would need aid in the coming struggle, and the time had come to put out the call and build the sacred Order of the Valkyries. Together, these servants of the mightiest of the Gods would lead the defense of the realm and bring hope in the coming struggle.

VALKYRIE DESIGNER'S GUIDE

The Valkyrie is Midgard's female-only class, meaning that male characters will not be eligible to join the Order of the Valkyrie. Only Norse, Frostalf, and Dwarves of the Viking base class may become Valkyries.

The Valkyrie is a class focused on close combat using both spells and melee. The Valkyrie has Cone Area Effect (CAE) spells that allow her to project her attacks out to the frontal arc in front of her affecting all enemies in range. The Valkyrie gains 2.0 specialization points per level (above level 5), wears chain armor, and has the ability to wield a medium shield.

Valkyries can spec in their magic line, Odin's Will, as well as spear, shield, sword, and parry.

Sword

The Valkyrie sword line is the same as the normal Midgard line with a few exceptions:

Odin's Clip – This anytime style has medium fatigue cost and does low damage, with a short unbreakable root effect.

Odin's Bite – This is a side positional style that has a low fatigue cost and does high damage, acting as an opener for Odin's Deathblow.

Odin's Deathblow – Chains off of Odin's bite. This style has a low fatigue cost and does high damage as well as a spirit based Direct Damage spell that does significant damage.

LEVEL	NAME	PREREQUISITE	ATTACK	DEFENSE	FATIGUE COST	DAMAGE	EFFECT
2	Whirling Blade	–	–	–	High	Starter	–
4	Frost Cut	You block	Low Bonus	–	Low	Medium	Bleeding
6	Draw Out	–	High Bonus	Medium Penalty	Medium	Low	Taunt
8	Northern Lights	To side of target	Low Bonus	–	Medium	Medium	Slowed
10	Assault	–	Medium Bonus	–	Medium	Medium	–
12	Temper	–	–	Medium Bonus	Medium	None	Detaint
15	Aurora	Northern Lights	Medium Bonus	–	Medium	High	Hindered
18	Baldur's Fury	Assault	Medium Bonus	–	High	Medium	Hindered
21	Reinforcement	You parry	Medium Bonus	Low Penalty	Low	Medium	Bleeding
25	Ice Storm	You evade	Medium Bonus	–	Medium	High	–
29	Rush	Reinforcement	–	Medium Penalty	Low	High	Slowed
34	Polar Rift	–	Low Bonus	–	High	Medium	–
36	Odin's Clip	–	–	–	Medium	Low	Root
39	Njord's Fury	Frost Cut	Medium Bonus	–	Low	High	Stunned
40	Odin's Bite	To side of target	–	–	Low	High	–
44	Sif's Revenge	Ice Storm	Medium Bonus	–	Medium	Medium	Bleeding
47	Odin's Deathblow	Odin's Bite	–	–	Low	High	DD Proc
50	Ragnarok	Behind target	Medium Bonus	Low Penalty	Medium	Medium	Slowed

Spear

The Valkyrie spear line is similar to the normal Midgard spear line with two exceptions:

Windmill – This is a high fatigue cost low damage PBAE style that is useful for interrupting enemy casters in close quarters.

Roundhouse – Chains off of Windmill, this style has a high fatigue cost and medium damage but with a very significant spirit based PBAE Direct Damage spell.

LEVEL	NAME	PREREQUISITE	ATTACK	DEFENSE	FATIGUE COST	DAMAGE	EFFECT
2	Dazzling Spear	–	–	–	High	Starter	–
4	Return Thrust	You Parry	Medium Bonus	–	Low	Medium	Bleeding
6	Engage	–	Medium Bonus	Medium Penalty	Medium	Low	Taunt
8	Extend Reach	Return Thrust	Low Bonus	–	Low	Medium	Slowed
10	Lancer	–	Medium Bonus	Low Penalty	Medium	Medium	–
12	Dismissal	–	–	High Bonus	Medium	None	Detaint
15	Wounding Thrust	Engage	Low Bonus	–	Medium	Medium	Hindered
18	Stab	Lancer	Medium Bonus	–	Low	None	Bleeding
21	Perforate	To side of target	–	Medium Penalty	Medium	Medium	Slowed
25	Lunging Thrust	Lancer	Medium Bonus	–	Medium	High	–
29	Raze	Stab	Medium Bonus	–	Medium	Low	Bleeding

32	Windmill	—	—	—	High	Low	PBAE
34	Whirling Spear	—	Low Bonus	Low Penalty	High	Medium	—
39	Razor Edge	Behind target	Medium Bonus	Low Penalty	Medium	Medium	Stunned
41	Roundhouse	Windmill	—	—	High	Medium	PBAE
44	Odin's Wrath	Razor Edge	High Bonus	Low Bonus	Low	High	—
50	Gungnir's Fury	Perforate	Medium Bonus	—	Medium	High	Bleeding

Shield

The Valkyrie shield line is similar to the normal shield line with four exceptions:

Maneuver – This is a low fatigue cost, low damage shield style with a medium bonus. This style involves using the shield to maneuver the opponent into a position that allows for a follow up style.

Pin – Chains off of Maneuver. Costing low fatigue and doing low damage, this style involves taking your maneuvered opponent and pinning them against your shield, setting them up for a following style.

Sideswipe – Chains off of Pin. This low fatigue cost style does significant damage to the target.

Brace – Chains off of Pin. This very high Fatigue cost and low damage style involves putting ones weight behind the shield and bracing against the attacks from a pinned target. This style proc's a several hundred point ablative spell that protects the Valkyrie from physical damage.

LEVEL	NAME	PREREQUISITE	ATTACK	DEFENSE	FATIGUE COST	DAMAGE	EFFECT
3	Numb	—	—	—	High	High	Stunned
8	Stun	You block	—	—	High	High	Stunned
13	Disable	To side of target	—	—	High	High	Stunned
18	Incapacitate	You block	—	Medium Bonus	Very High	High	Stunned
23	Paralyze	Behind target	—	—	High	High	Stunned
29	Bash	You block	—	—	High	Medium	Stunned
35	Mangle	To side of target	—	—	High	Medium	Stunned
35	Maneuver	—	—	Medium Bonus	Low	Low	—
40	Pin	Maneuver	—	—	Low	Low	Root
42	Slam	—	—	—	Very High	Medium	Stunned
43	Sideswipe	Pin	—	—	Low	High	—
47	Brace	Pin	—	—	Very High	Low	Ablative
50	Brutalize	You block	—	—	Medium	Medium	Stunned

Odin's Will

The Odin's Will line focuses on close combat magic for the Valkyrie, most of which comes in the form of Cone Area Effect (CAE) spells.

LEVEL	NAME	TARGET	CAST	DURATION	RECAST	RANGE/RADIUS	EFFECT	COST	PULSE COST
INSTANT CAST DIRECT DAMAGE									
1	Odin's Heel	Enemy	—	—	30	1500	5	1	Spirit
4	Odin's Hoof	Enemy	—	—	30	1500	12	4	Spirit
7	Odin's Greater Hoof	Enemy	—	—	30	1500	21	7	Spirit
9	Odin's Claw	Enemy	—	—	30	1500	24	9	Spirit
13	Odin's Greater Claw	Enemy	—	—	30	1500	35	13	Spirit
19	Odin's Horn	Enemy	—	—	30	1500	52	19	Spirit
25	Odin's Greater Horn	Enemy	—	—	30	1500	66	25	Spirit
35	Odin's Ram	Enemy	—	—	30	1500	91	35	Spirit
This is a 1500 range insta-cast Direct damage spell based on spirit damage. This spell has a 30 second recast timer. This spell cannot be cast while moving.									
45	Odin's Greater Ram	Enemy	—	—	30	1500	117	45	Spirit

PULSING CONE AREA EFFECT DAMAGE

5	Odin's Minor Retribution	Enemy	3	5	—	700	7	5	Spirit
12	Odin's Lesser Retribution	Enemy	3	5	—	700	13	12	Spirit
22	Odin's Retribution	Enemy	3	5	—	700	23	22	Spirit
<i>This is a pulse CAE spell with 700 range and 90 degrees radius. While this is a great interruption tool, the power drain makes it of limited value in specific situations like tower or lord room battles.</i>									
32	Odin's Greater Retribution	Enemy	3	5	—	700	33	32	Spirit
42	Odin's Major Retribution	Enemy	3	5	—	700	43	42	Spirit

MINOR RESURRECTION

43	Call from Valhalla	Friend	4	—	—	1500	—	—	—
<i>This spell gives the Valkyrie the power to call a fallen warrior back from Valhalla to once again fight for Midgard in this world.</i>									

GROUP MELEE PROC BUFF

8	Odin's Minor Aura	Group	3	600	—	1500	20	8	Spirit
18	Odin's Lesser Aura	Group	3	600	—	1500	40	18	Spirit
26	Odin's Aura	Group	3	600	—	1500	60	26	Spirit
<i>This is a group buff that gives every member of the group a chance of proc'ing a spirit based DD with every swing of their weapon.</i>									
34	Odin's Greater Aura	Group	3	600	—	1500	80	34	Spirit
44	Odin's Full Aura	Group	3	600	—	1500	100	44	Spirit

INSTANT CAST CONE AREA EFFECT DAMAGE

8	Valhalla's Scorn	Enemy	—	—	30	700	20	8	Spirit
18	Valhalla's Spite	Enemy	—	—	30	700	40	18	Spirit
28	Valhalla's Contempt	Enemy	—	—	30	700	60	28	Spirit
38	Valhalla's Disdain	Enemy	—	—	30	700	80	38	Spirit
<i>This insta-cast CAE spell allows the Valkyrie to do damage to a large numbers of enemies in the area of effect. This spell cannot be cast while moving.</i>									
48	Valhalla's Rage	Enemy	—	—	30	700	100	48	Spirit

INSTANT CAST CONE AE DEX/QUICK SHEAR

37	Vindictive Nip	Enemy	—	—	300	700	—	37	—
47	Vindictive Bite	Enemy	—	—	30	700	—	47	—
<i>This insta-cast CAE spell allows the Valkyrie to debuff the dexterity and quickness of all enemies caught in the area of effect. This spell cannot be cast while moving.</i>									

INSTANT CAST CONE AE ACUITY SHEAR

39	Valkyrie's Command	Enemy	—	—	300	700	—	39	—
49	Valkyrie's Dominance	Enemy	—	—	30	700	—	49	—
<i>This insta-cast CAE spell will shear the acuity buffs off of all enemies caught in the area of effect. This spell cannot be cast while moving.</i>									

INSTANT CAST CONE AE SNARE

12	Odin's Restraint	Enemy	—	10	30	700	—	12	—
24	Odin's Restriction	Enemy	—	20	30	700	—	24	—
36	Odin's Grasp	Enemy	—	30	30	700	—	36	—
<i>This insta-cast spell will snare all opponents caught in the area of effect for the designated amount of time. This spell cannot be cast while moving.</i>									
46	Odin's Lock	Enemy	—	40	30	700	—	46	—

Valkyrie Realm Abilities

Augmented Strength	Wild Power
Augmented Dexterity	Mastery of Magery
Augmented Constitution	Determination
Augmented Quickness	Mastery of Focus
Augmented Acuity	First Aid
Long Wind	Second Wind
Serenity	Ignore Pain
Toughness	Mastery of Concentration
Ethereal Bond	The Empty Mind
Avoidance of Magic	Mystic Crystal Lore
Lifter	Raging Power
Veil Recovery	Purge
Mastery of Blocking	Ichor of the Deep
Mastery of Parrying	Dual Threat
Mastery of Pain	

Strategies

Below are some of the strategies and tactics we came up with when designing and testing the Valkyrie. The tactics are detailed out based on popular templates.

FULL SPEAR SPEC

50 Spear, 50 Odin's Will, 28 Parry

Quick Bar

- 1 Return Thrust (Parry reactionary)
- 2 Extended Reach (Chains off of Return Thrust)
- 3 Lancer (Anytime Style)
- 4 Stab (Chains off of Lancer)
- 5 Raze (Chains off of Stab)
- 6 Odin's Greater Ram (Insta-cast 1500 range DD)
- 7 Valhalla's Rage (Insta-cast Cone AE DD)
- 8 Odin's Major Retribution (Pulsing Cone AE DD)
- 9 Odin's Lock (Insta-cast Cone AE Snare)
- 10 Dismissal (Detaunt)

PvE Tips. Pull with the ranged insta DD (6), Use the Return/Reach chain (1) + (2) to conserve endurance or use the Lance/Stab/Raze (3) + (4) + (5) chain for consistent anytime damage. Fire off Odin's Ram (6) and Valhalla's Rage (7) whenever they are available for maximum DPS during the fight. Use Odin's Lock (9) to escape if you get in trouble.

Strengths: Full spell line and a full damage line with spear.
Weakness: No shield. Spear styles have a lot of defensive penalties.

FULL SWORD SPEC (2H SWORD)

50 Sword, 50 Odin's Will, 28 Parry

Quick Bar

- 1 Reinforcement (Parry reactionary)
- 2 Rush (Chains off of Reinforcement)
- 3 Assault (Anytime Style)
- 4 Polar Rift (Anytime Style)
- 5 Ragnarok (Rear positional)
- 6 Odin's Greater Ram (Insta-cast 1500 range DD)
- 7 Valhalla's Rage (Insta-cast Cone AE DD)
- 8 Odin's Major Retribution (Pulsing Cone AE DD)
- 9 Odin's Lock (Insta-cast Cone AE Snare)
- 10 Temper (Detaunt)

PvE Tips. Pull with the ranged insta DD (6), Use the Reinforce/Rush chain (1) + (2) to conserve endurance or use assault (3) or Polar Rift (4) for anytime styles. If given the chance, try the back positional Ragnarok (5) chain for consistent anytime damage. Fire off Odin's Ram (6) and Valhalla's Rage (7) whenever they are available for maximum DPS during the fight. Use Odin's Lock (9) to escape if you get in trouble.

Strength: Good anytime styles. Excellent back style. Maxed spell damage.

Weakness: No high damage chains. Very little defense. No shield.

BALANCED SWORD AND BOARD SPEC

47 shield, 45 Odin's Will, 39 Sword, 8 Parry

Quick Bar

- 1 Maneuver (anytime shield style)
- 2 Pin (Chains off of maneuver – 3 sec root)
- 3 Sideswipe (Chains off of Pin)
- 4 Brace (Chains off of Pin)
- 5 Ice Storm (Block Reactionary)
- 6 Niord's Fury (Snare + focus DD used for pulling)
- 7 Odin's Greater Ram (Insta-cast 1500 range DD)
- 8 Valhalla's Rage (Insta-cast Cone AE DD)
- 9 Odin's Lock (Insta-cast Cone AE Snare)
- 10 Slam (9 second stun)

Playing Tips. Pull with the insta DD (7), use the Maneuver/Pin/Brace (1) (2) (4) chain to get the defensive bonus and 300 point ablative, then use Maneuver/Pin/Sideswipe (1) (2) (3) for damage output or Ice Storm/Niord's (6) (7) for the best endurance to damage ratio. The insta DD (7) and Insta CAE (8) should be used as available for extra DPS and the CAE Snare (9) and Slam (10) used for escape purposes if things go badly.

Strengths: Excellent Defense. Solid spell damage. Good damage and nice reactionaries. 9 second stun with slam.

Weakness: Missing the top level CAE and insta DD spells, as well as the two top level buff shears. Doesn't supply as much pure damage as a 50-50 Spell+Sword/Spear spec.

PURE SWORD & BOARD SPEC

47 Shield, 33 Odin's Will, 50 sword, 5 Parry

Quick Bar

- 1 Maneuver (anytime shield style)
- 2 Pin (Chains off of maneuver – 3 sec root)
- 3 Sideswipe (Chains off of Pin)
- 4 Brace (Chains off of Pin)
- 5 Odin's Bite (Side Positional)
- 6 Odin's Deathblow (Chains off of Odin's Bite)
- 7 Ragnarok (Rear Positional)
- 8 Odin's Greater Ram (Insta-cast 1500 range DD)
- 9 Valhalla's Rage (Insta-cast Cone AE DD)
- 10 Odin's Lock (Insta-cast Cone AE Snare)
- 11 Slam (9 second stun)

Playing Tips. Pull with the insta DD (7), use the Maneuver/Pin/Brace (1) (2) (4) chain to get the defensive bonus and 300 point ablative, then use Maneuver/Pin/Sideswipe (1) (2) (3) for damage output or Maneuver/Pin/Ragnarok for high damage if you can get the rear positional off during the 3 second root from Pin. Slam can also be used to set up a sideswipe or Ragnarok depending on the situation and the insta DD (7) and Insta CAE (8) should be used as available for extra DPS. The CAE Snare (9) and Slam (10) can be used for escape purposes if things go badly.

Strength: Best defensive and offensive shield styles coupled with the best sword styles. Allows for hybrid spec play of both Sword/Shield and 2H sword.

Weakness: Very diminished spell damage. No buff shears at all.

Closing Note

The Valkyrie is a very solid class that can excel in both RvR and PvE regardless of how she is specced. As a close combat specialist, she is extremely effective in helping to lead the charge into towers and keeps defended by enemy casters.

In open field battles she can be very effective against caster patrol groups, especially PBAE-focused groups, due to her debuff and shearing ability, coupled with spells that allow her to shut down casting. Against melee-based groups, her group damage add proc and CAE snare make her a welcome addition to any patrol group.

PLAYER'S PERSPECTIVE

By Doug "Simms" Blakeslee

Handmaidens of Odin. Choosers of the Slain. Women chosen by Odin to be his messengers and to escort the bravest of the dead to Valhalla. This class is open to Norse, Frostalf and Dwarfs, starting as a Viking to work your way up. They are allowed to train in Sword, Shield, Spear, Parry and Odin's Will, having 2x level in points to spend. This gives them a bit of flexibility in allocation, though spreading too thin is not wise. For starting stat points, spread them evenly on Strength, Dexterity and Constitution.

Your life begins at level five, when you choose to be Valkyrie, when you get Spear and Odin's Will, losing Hammer and Axe. Any points spent in those skills are refunded to you. Points spent in Sword, Shield or Parry stay. You can choose two different paths for your Valkyrie, either using spear or sword two-handed, or using sword and shield. Both have good and bad points. One suggestion – regardless which weapon skill you choose, keep Odin's Will at or near maximum level. It is your only spell line and is highly useful, so having access to the newest and the best spells is wise. At level 12 you get access to chain, so upgrade immediately.

Defense is important, especially if you are using spear or two-handed sword. Valkries do not get evade, so that is one less defensive option. Parry and Shield become life-savers in combat.

Spear was once only used by Hunters; now it is usable by Valkyries with the same styles, but a small twist. At 32 and 41, you get styles that allow you to do a PBAE to all opponents – useful if you are in the front lines of battle. This is crush damage, useful for opening up plate-wear-

ing opponents and doing some respectable damage to all in range. Spear hits hard, but is very slow and offers little in the way of a defensive bonus – in fact, often giving you a penalty to defense. If paired with a healer, who is handing out Celerity, you will be tearing up your opponents. Spear offers both slash and pierce damage types, so carrying around two different spears is handy, swapping them as needed. Since it is two-handed, keeping a decent parry skill is vital, since this is your best method of defense. Pairing up with someone that will throw Guard on you is also handy and could save you hide. Gaheris and Mordred players take note: Valkyries should be able to use Albion polearms and Hibernian Celtic spears, just like a hunter. The only restriction is that they will not be able to use the crush polearms from Albion.

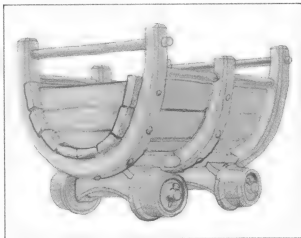
Sword and shield is a solid option, giving a combination of offense and defense. Shield helps keep you alive and sword has a number of good styles that can help you tear down an enemy. Train at least half your level in sword to help with variance, and keep you shield high for greater protection. No fancy options here for the Valkyrie, but a valid and effective path.

Odin's Will is what makes a Valkyrie shine and stand out. It gives a number of instant shouts, a group damage proc buff and cone AE's that can mess with anyone's day. The damage buff is a proc that can go off on each swing. It stacks with a Skald's damage chant, but it's overwritten by those given by Shamans and Runemasters. It is useful, but not to be relied on to save your bacon. You have two damage, and one move debuff cone, all of which have a 700 range. One of the damage is castable and pulses every 5 seconds, taking 10% of base power and providing a small amount of damage. The other two are shouts on 30 second timers. Cones cover a wide area and will sneak around corners, pulling mobs that might be out of sight or that pesky assassin waiting to gank you as you walk through the door. The move debuff is good for catching prey, such as the assassin that your shoutable cone has suddenly revealed. The cones are not big on damage, but useful in finding assassins or hitting a large number of opponents in RvR. There is also a single target shout with good range, perfect for pulling or interrupting a caster. Power use of the spells is minimal, except the AE pulsing cone. Starting in the 30's, Valkyries get buff shears, to help fend off the invaders of the realm. As a final bonus, if you spec to 43, you get a resurrection. Someone providing you with power regeneration is vital if used constantly. You will be seeing a lot of resist messages from anything higher than a yellow,

but that is normal on any spell line. Keeping this fully trained is highly encouraged, since you get something new every two to three levels.

Valkyries have two choices when it comes to spending points: offensive might or defensive might. In both cases fully training Odin's Will to 50 is highly recommended and encouraged. If planning to train in spear, a weapon skill of 41 [last BPAA style] and a parry of 40 is possible. This is the offensive spec, in the enemies face doing damage, cutting a path to the healers and casters. You will be taking damage, so expect see your health bar yo-yo. Single yellows are not a threat, it is possible to take on an orange with proper care and gear. Multiple opponents will be troublesome due to relying only on armor and parry for defense. With swords, a weapon skill of 39, shield 42 and parry of 6 gives you only a few wasted points. Sword is a more flexible spec, allowing you to be offense as needed, but providing a suitable defense role for healers and casters. Multiple enemies are not such a large issue, as shield will provide excellent cover, backed up by a bit of parry.

The cones are useful for hitting multiple targets and the single target shout is good to disrupt the enemy caster. They're also good for sniffing out assassin, since the cones cover a great deal of area – a damage cone to reveal, the move debuff to slow and then he is an easy target. Having a higher level Valkyrie also means someone that can back up Healers and Shamans for resurrection duty. Valkyries are not earthshakingly new in what they can do, but are a good solid fighter and useful in multiple areas.



Warlocks

Long ago, after the first Norsemen arrived in the land of Midgard, a young man named Reldar Autanson discovered a series of caves running beneath the land of his peoples' village. These caves were deemed an ideal location to bury the dead, and so the villagers would carry those who had passed on below the Earth, that they might rest in final peace.

Among the villagers of this earliest Norse settlement in Midgard was a young mystic named Aurana. Though barely out of her childhood, Aurana was keen of mind, magically adept, and deeply religious. When she first beheld the great caverns, she was awestruck. She knew that this must be the Underworld, and that the goddess Hel would not likely be pleased with the intrusion. Secretly, Aurana began to pray each night to ask for Hel's forgiveness and protection. In return, Aurana promised to build a sect to worship the goddess.

As the years passed, Aurana made good on her promise. Calling themselves the Daughters of Hel, Aurana's cult was made up of 20 women, and all served their goddess in complete secrecy. Each daughter born to one of the cult's members was in turn indoctrinated, so that their numbers might grow with each generation.

Led by Aurana, the Daughters prayed to Hel to grant them power. As if in answer, many of the women soon began to manifest unusual magical abilities. Able to manipulate the mystical energies in ways never seen before, the Daughters of Hel knew they must keep the nature of their unique abilities to themselves. Worship of Hel was largely unheard of, and the notion frowned upon. Aurana did not want to make enemies while the sect was still small, but she hoped that one day members would stand forth and command respect among her people. Sadly, she would not live to see that day.

Aurana wished to grant one last boon to her fellow worshippers. Approaching leaders of the village, she revealed the existence of her sect and asked for permission to build a temple to Hel. This, she explained, would allow her members to worship openly without the need for secrecy. Sadly, village leaders knew that their people would never accept the presence of the temple. In response, they not only refused the request, but exiled the Daughters from the village. With a broken heart, Aurana commanded her faithful sisters in the sect to leave their homes, never to return. The women, not wishing for their bloodline or religion to die out, took their children with them and departed in the night.

The cult took shelter in the only place that now seemed hospitable to them – under the ground. There, where

they could be closer to their goddess, they persisted, if not thrived, for generations. The male children who demonstrated magical talents were raised to become Warlocks, while the females were called Hexa. So it was that the worshippers of Hel lived, out of sight and memory, for many years.

One evening, during a gathering, the members of the sect, now numbering in the hundreds, were shocked when a strange, short, blue-skinned humanoid clamored into their cave, grievously wounded and not far from death. This creature they nursed back to health, and when he could again speak, he introduced himself as a Kobold hailing from a great city under the earth where many of his people dwelt. These people were fighting a war with an unknown evil force that had launched an attack upon them from the depths of the Earth. His regiment had been scattered during a battle with the enemy forces, and he had become lost. When Fyndel, the leader of the sect, pressed him for more information, the stranger admitted that the situation had become desperate, and all of Midgard would soon be under attack if his people failed to hold back the enemy forces.

Fyndel, grasping fully the seriousness of the situation, made a fateful decision. Her people could not safely dwell in their hidden caves any longer. She knew that any threat that could destroy the realm would eventually find them. She must lead her people out of the darkness and make their presence known. If she offered to assist these strange underground dwellers and help to protect their city, she reasoned, perhaps they in turn would help her people to return to the surface and live their lives peacefully among the races of Midgard without fear of persecution.

Soon thereafter, Fyndel met with Odagi and agreed to pledge her members to assist the embattled Kobold leader if he would support her bid to have the ancient order of exile retracted. Odagi and Fyndel then met with the ruling council of Midgard, and Fyndel was delighted to discover that long ago another sect of Hel worshippers, the Spiritmasters, had been embraced by the peoples of Midgard. With the aid of Odagi and the realm's foremost Spiritmasters, Fyndel was finally able to secure a guarantee of sanctuary for her people. In exchange, Fyndel promised to send forth trainers that would instruct the magically-inclined denizens of the realm in the unique manner of magic the cult had developed. With the cult's Hexa and Warlocks aiding the forces of Midgard, Fyndel explained, victory would be assured, and the old rift between her people and the heirs to those who banished them would be healed.

WARLOCK DESIGNER'S GUIDE

The Midgard Warlock is the most unique spellcaster in **Dark Age of Camelot**. With magic based on the concept of spell weaving, the class can do a lot of very different and interesting things, making the play style of the Warlock much different from any other class in the game.

Only Norse, Frostalf, and Kobolds who get their starts as Mystics can choose to become Warlocks. The class gains 1.0 specialization points per level that can be spent over three lines: Cursing, Hexing, and Witchcraft, which I'll describe in more detail below. They wear cloth armor and can only wield staves. One notable difference from other casters is that the Warlock does not receive the quick-cast ability.

Warlocks cast spells in special and unique ways. A normal spell cast for a Warlock involves casting a Primary spell (found in the Cursing line), and then attaching a secondary spell for free (found in the Hexing line). For example, a Warlock may decide to cast a Bolt spell from their Cursing line, and while that spell is being cast, they can cast a snare spell as well, both of which will hit the target at the same time. (And in this case, the Warlock will have sent a bolt flying at the target, who will then turn into a snared frog due to the secondary spell.)

All of the Warlock primary spells take a flat 4 seconds to cast. This cast time cannot be lowered by Dexterity, items, or Realm Abilities. So even though the Warlock can cast two spells at the same time, their Damage Per Second (DPS) isn't extremely high because they can only cast 2 spells every 4 seconds.

The second way that a Warlock can cast spells is via spell Chambers. Working very much like torpedo tubes, the Warlock can put two spells, a primary and a secondary, into a Chamber. This process takes 10 seconds and, once complete, the Chambered spell will become visible as a floating ball over the Warlock's head.

(Side Note: It's possible to discern which Chambered spells the Warlock has available by deciphering the colors and glyphs inside the Chambered balls)

When needed, the Chamber can be instantly fired at the target without using any power or casting time. A Warlock who specs high in the Witchcraft line can have up to 5 Chambers available to load. Note that although Chambers are insta-cast, they cannot be fired while moving. Also, there is a 2 second cool down time between Chamber fires, so it's not possible to launch all 5 Chambers at one time.

The third way that a Warlock can cast a spell is through the use of Primers. Primers are available in the Witchcraft line, and allow the casting of secondary (Hexing spline) spells. Secondary spells from the Hexing line can never be fired on their own and therefore have no range, cast time, or power cost. However, a player may decide to cast a primary spell that launches a secondary spell "payload" for free. There are three types of primary spells. One has a very long cast time but allows the Warlock to cast a secondary spell without using any power. The second drains a very significant percentage of the Warlock's power pool, but allows the uninterrupted casting of a secondary spell. The third primary has a 5 second cast time and a moderate power cost, but allows the Warlock to cast a secondary spell at extremely long range.

The real key to the Warlock class is in how the three splines are balanced. The highest level bolt in the Cursing line has the highest delve of any spell in the game. However, any Warlock who specs high enough to use that spell will be doing so without the ability to load it into a Chamber, and without very powerful secondary spells to attach to that bolt.

A Warlock who wants to get all 5 of the Chambers so they can have 5 insta-cast spells ready to use at any time will find that they do not have very strong spells available to put in those Chambers, due to lack of left over spec points to spend in the Cursing and Hexing line.

A Warlock who wants to enjoy the vast buffer of tools available in the Hexing line (Lifetap, DoT, PBAE, Spread Heal, Snare, Nearsight, Power Regen) will find that they trade damage from the Cursing line and utility from the Witchcraft line if they spec high in Hexing.

This results in the Warlock ending up in the unique position of having to split-spec across two or three lines to be the most effective.



Cursing (Primary Spells)

DIRECT DAMAGE PRIMARY SPELL

LEVEL NAME	TARGET	CAST	DURATION	RECAST	RANGE/RADIUS	EFFECT	COST	PULSE COST
1 Minor Annuling Spell	Enemy	4	0	-	1500	5	7%	Matter
2 Annuling Spell	Enemy	4	0	-	1500	9	7%	Matter
5 Minor Consuming Spell	Enemy	4	0	-	1500	21	7%	Matter
8 Consuming Spell	Enemy	4	0	-	1500	33	7%	Matter
12 Major Consuming Spell	Enemy	4	0	-	1500	45	7%	Matter
15 Minor Dismantling Spell	Enemy	4	0	-	1500	57	7%	Matter
20 Dismantling Spell	Enemy	4	0	-	1500	73	7%	Matter
26 Major Dismantling Spell	Enemy	4	0	-	1500	96	7%	Matter
33 Minor Crushing Spell	Enemy	4	0	-	1500	120	7%	Matter
43 Crushing Spell	Enemy	4	0	-	1500	155	7%	Matter
50 Major Crushing Spell	Enemy	4	0	-	1500	179	7%	Matter

BOLT PRIMARY SPELL

4 Cursed Blast	Enemy	4	0	20	1875	24	8%	Matter
7 Cursed Burst	Enemy	4	0	20	1875	36	8%	Matter
10 Cursed Explosion	Enemy	4	0	20	1875	53	8%	Matter
13 Cursed Mortar	Enemy	4	0	20	1875	75	8%	Matter
17 Cursed Bomb	Enemy	4	0	20	1875	98	8%	Matter
22 Cursed Ruination	Enemy	4	0	20	1875	115	8%	Matter
28 Cursed Destruction	Enemy	4	0	20	1875	149	8%	Matter
36 Cursed Devastation	Enemy	4	0	20	1875	188	8%	Matter
46 Cursed Annihilation	Enemy	4	0	20	1875	239	8%	Matter

SELF BLADETURN

19 Conjured Bubble	Self	4	1200	-	-	-	19	-
--------------------	------	---	------	---	---	---	----	---

SELF ABS BUFF

30 Fascinating Buffer	Self	3	1200	-	-	-	19	-
41 Magical Buffer	Self	3	1200	-	-	-	26	-

SELF AF BUFF

6 Major Shield	Self	3	1200	-	-	-	6	-
11 Greater Shield	Self	3	1200	-	-	-	11	-
14 Superior Shield	Self	3	1200	-	-	-	14	-
18 Minor Barricade	Self	3	1200	-	-	-	18	-
24 Lesser Barricade	Self	3	1200	-	-	-	24	-
32 Major Barricade	Self	3	1200	-	-	-	32	-
42 Greater Barricade	Self	3	1200	-	-	-	42	-
49 Superior Barricade	Self	3	1200	-	-	-	49	-

Warlock - Specline Cursing

The spells in the Warlock's Cursing line are pretty straight forward. In the baseline they have the normal Absorb and Armor Factor buffs available to most casters, as well as the self-only bladeturn bubble. They also have a baseline bolt and baseline root that can be used as Primary spells that can be coupled with Secondary spell from the Hexing line.

In their specline, Warlocks have a heavy hitting Direct Damage spell, and a Bolt spell that hits even heavier. Additionally, this line provides a very respectable single target heal, and a traditional duration root spell.

LEVEL NAME	TARGET	CAST	DURATION	RECAST	RANGE/RADIUS	EFFECT	COST	PULSE COST
DIRECT DAMAGE PRIMARY								
3 Curse of Hurt	Enemy	4	-	-	1500	20	7%	Matter
8 Curse of Pain	Enemy	4	-	-	1500	40	7%	Matter
13 Curse of Detriment	Enemy	4	-	-	1500	59	7%	Matter
16 Curse of Destruction	Enemy	4	-	-	1500	80	7%	Matter

19	Curse of Ruin	Enemy	4	-	-	1500	105	7%	Matter
23	Curse of Peril	Enemy	4	-	-	1500	140	7%	Matter
27	Curse of Devastation	Enemy	4	-	-	1500	178	7%	Matter
35	Curse of Disaster	Enemy	4	-	-	1500	224	7%	Matter
47	Curse of Death	Enemy	4	-	-	1500	284	7%	Matter

BOLT PRIMARY

2	Lesser Bolt of Ruin	Enemy	4	-	20	1875	10	8%	Matter
4	Greater Bolt of Ruin	Enemy	4	-	20	1875	30	8%	Matter
9	Lesser Bolt of Havoc	Enemy	4	-	20	1875	59	8%	Matter
14	Greater Bolt of Havoc	Enemy	4	-	20	1875	87	8%	Matter
17	Lesser Bolt of Destruction	Enemy	4	-	20	1875	116	8%	Matter
20	Bolt of Destruction	Enemy	4	-	20	1875	153	8%	Matter
24	Greater Bolt of Destruction	Enemy	4	-	20	1875	202	8%	Matter
28	Lesser Bolt of Death	Enemy	4	-	20	1875	258	8%	Matter
36	Bolt of Death	Enemy	4	-	20	1875	326	8%	Matter
48	Greater Bolt of Death	Enemy	4	-	20	1875	413	8%	Matter

HEAL PRIMARY

5	Spell of Minor Mending	Friend	4	-	-	2000	36	6%	-
6	Spell of Mending	Friend	4	-	-	2000	59	6%	-
10	Spell of Greater Mending	Friend	4	-	-	2000	83	6%	-
12	Spell of Minor Renewal	Friend	4	-	-	2000	118	6%	-
18	Spell of Renewal	Friend	4	-	-	2000	165	6%	-
22	Spell of Greater Renewal	Friend	4	-	-	2000	223	6%	-
26	Spell of Minor Healing	Friend	4	-	-	2000	305	6%	-
30	Spell of Healing	Friend	4	-	-	2000	399	6%	-
42	Spell of Greater Healing	Friend	4	-	-	2000	503	6%	-

ROOT PRIMARY

1	Cursed Clutching Root	Enemy	4	8	-	1500	-	5%	Matter
7	Cursed Grasping Root	Enemy	4	20	-	1500	-	5%	Matter
11	Cursed Bonding Root	Enemy	4	25	-	1500	-	5%	Matter
15	Cursed Webbing Root	Enemy	5	30	-	1500	-	5%	Matter
21	Cursed Clutching Root	Enemy	4	35	-	1500	-	5%	Matter
25	Cursed Holding Root	Enemy	4	40	-	1500	-	5%	Matter
29	Cursed Tangling Root	Enemy	4	45	-	1500	-	5%	Matter
37	Cursed Tenacious Root	Enemy	4	56	-	1500	-	5%	Matter
49	Cursed Detaining Root	Enemy	4	74	-	1500	-	5%	Matter

Hexing (Secondary Spells)

The Warlock's Hexing line provides all of the secondary or "payload" spells to the class. These spells have no range, power cost, or cast time since they can never be cast on their own. Secondary spells are fired in one of three ways: As a follow-up to a Primary spell, as part of Chambered spell, or via the use of a special primer spell.

The hexing line has a large mix of spells, allowing the Warlock to select the one that best fits the current situation they are faced with. These include a powerful lifetap, an 8 tick DoT, a snare that turns the target into a frog, Nearsight, a spread heal, a PBAE, and finally a self power regen spell.

LEVEL	NAME	TARGET	CAST	DURATION	RECAST	RANGE/RADIUS	EFFECT	COST	PULSE COST
LIFETAP SECONDARY									
2	Lesser Beguiled Pain	Second	-	-	-	-	14	-	Matter
3	Beguiled Pain	Second	-	-	-	-	20	-	Matter
8	Greater Beguiled Pain	Second	-	-	-	-	46	-	Matter
13	Lesser Beguiled Injury	Second	-	-	-	-	88	-	Matter
18	Beguiled Injury	Second	-	-	-	-	103	-	Matter
24	Greater Beguiled Injury	Second	-	-	-	-	130	-	Matter
34	Lesser Beguiled Hex	Second	-	-	-	-	180	-	Matter
43	Beguiled Hex	Second	-	-	-	-	225	-	Matter
49	Greater Beguiled Hex	Second	-	-	-	-	255	-	Matter

DAMAGE OVER TIME SECONDARY

5	Infernal Sore	Second	-	-	-	-	13	-	Matter
9	Infernal Eruption	Second	-	-	-	-	22	-	Matter
19	Infernal Rot	Second	-	-	-	-	53	-	Matter
30	Infernal Degeneration	Second	-	-	-	-	79	-	Matter
41	Infernal Infection	Second	-	-	-	-	109	-	Matter
46	Infernal Erosion	Second	-	-	-	-	126	-	Matter

SNARE SECONDARY

1	Spell of Creeping	Second	-	10	-	-	0	-	Matter
12	Spell of Slowness	Second	-	15	-	-	0	-	Matter
17	Spell of Languoring	Second	-	20	-	-	0	-	Matter
22	Spell of Lumbering	Second	-	25	-	-	0	-	Matter
32	Spell of Sluggishness	Second	-	30	-	-	0	-	Matter
42	Spell of Crawling	Second	-	35	-	-	0	-	Matter

NEARSIGHT SECONDARY

10	Unmake Vision	Second	-	-	-	-	120	-	Matter
25	Unmake Seeing	Second	-	-	-	-	120	-	Matter
39	Unmake Sight	Second	-	-	-	-	120	-	Matter

SPREAD HEAL SECONDARY

31	Charmed Gift of Health	Second	-	-	-	2000	135	-	-
38	Charmed Boon of Health	Second	-	-	-	2000	180	-	-
47	Charmed Favor of Health	Second	-	-	-	2000	225	-	-

POINT BLANK AREA ATTACK SECONDARY

11	Spell Burst	Second	-	-	-	350	74	-	Matter
20	Spell Blast	Second	-	-	-	350	133	-	Matter
33	Spellbinder's Burst	Second	-	-	-	350	218	-	Matter
48	Spellbinder's Blast	Second	-	-	-	350	325	-	Matter

POWER REGENERATION SECONDARY

26	Spell of Regeneration	Second	-	60	-	-	5	-	-
50	Spell of Power	Second	-	60	-	-	20	-	-

Witchcraft (Utility Spells)

The *Witchcraft* line provides the Warlock with the *Chamber* and *Primer* utility spells. *Chamber* spells allow the Warlock to pre-load a primary and secondary spell of their choice into a *Chamber*, which can be fired as an *insta-cast* spell later. The first two *Chambers* are restricted to non-bolts only. This means that you can load a *Heal*, *Direct Damage*, or *Root* as the primary spell in one of the first two *Chambers*, but not a bolt. The three higher level *Chambers* can hold any primary spells. All five *Chambers* have no restriction on what secondary spells can be included.

The primary spells allow for the casting of a secondary spell. *Powerless primer* allows the Warlock to cast any secondary spell without using any power at all, however the cast time ranges from 3.8 to 6 seconds depending on spec. The *Uninterruptible primer* is a two-second cast that cannot be interrupted by attack, but the amount of power pool taken ranges from 30% to 50% depending on level of *Witchcraft*. The *Extended Range primer* takes 5 seconds to cast and costs 15% power, but will allow a secondary spell to be cast at a range of 1750 to 3000 depending on level.

LEVEL	NAME	TARGET	CAST	DURATION	RECAST	RANGE/RADIUS	EFFECT	COST	PULSE COST
-------	------	--------	------	----------	--------	--------------	--------	------	------------

CHAMBER SPELLS

8	Chamber of Minor Fate	Chamber	10	-	-	-	-	-	No Bolts
19	Chamber of Restraint	Chamber	10	-	-	-	-	-	No Bolts
30	Chamber of Destruction	Chamber	10	-	-	-	-	-	Any
40	Chamber of Fate	Chamber	10	-	-	-	-	-	Any
50	Chamber of Greater Fate	Chamber	10	-	-	-	-	-	Any

POWERLESS PRIMER

5	Pure Cast	Primer	6	-	-	-	-	-
17	Fluent Cast	Primer	5.3	-	-	-	-	-
28	Skilful Cast	Primer	4.3	-	-	-	-	-
41	Masterful Cast	Primer	3.8	-	-	-	-	-

UNINTERRUPTABLE PRIMER

1	Steady Cast	Primer	2	-	-	-	50%	-
11	Solid Cast	Primer	2	-	-	-	45%	-
20	Fixed Cast	Primer	2	-	-	-	40%	-
29	Fortified Cast	Primer	2	-	-	-	35%	-
37	Anchored Cast	Primer	2	-	-	-	30%	-
47	Unshakable Cast	Primer	2	-	-	-	25%	-

EXTENDED RANGE PRIMER

2	Enduring Range	Primer	5	-	-	1750	-	15%	-
10	Expanded Range	Primer	5	-	-	2000	-	15%	-
25	Extended Range	Primer	5	-	-	2250	-	15%	-
38	Boundless Range	Primer	5	-	-	2500	-	15%	-
42	Critical Range	Primer	5	-	-	2750	-	15%	-
49	Perennial Range	Primer	5	-	-	3000	-	15%	-

Warlock Realm Abilities

Augmented Strength	Mastery of Focus
Augmented Dexterity	First Aid
Augmented Constitution	Adrenaline Rush
Augmented Quickness	Second Wind
Augmented Acuity	Concentration
Long Wind	Mastery of Concentration
Physical Defense	The Empty Mind
Serenity	Mystic Crystal Lore
Toughness	Raging Power
Ethereal Bond	Purge
Lifter	Volcanic Pillar
Veil Recovery	Decimation Trap
Wild Power	Bedazzling Aura
Mastery of Magery	



Strategies

Below are some strategies we came up with when designing and testing the Warlock. Since the class lends itself so well to split spec'ing, we're going to break it down by some popular templates instead of by spec'line.

BALANCED SPEC

36 Cursing, 26 Hexing, 30 Witchcraft

Quick Bar 1

- 1 Curse of Disaster (Spec DD/Primary)
- 2 Lesser Beguiled Hex (Lifetap/Secondary)
- 3 Bolt of Death (Spec Bolt/Primary Spell)
- 4 Spell of Lumbering (Snare/Secondary)
- 5 Cursed Tangling Root (Root/Primary)
- 6 Fortified Cast (Uninterruptible/Primer)
- 7 Spell Blast (PBAE/Secondary)
- 8 Chamber of Minor Fate (Non-Bolt/Chamber)
- 9 Chamber of Restraint (Non-Bolt/Chamber)
- 10 Chamber of Destruction (Any/Chamber)

Quick Bar 2

- 1 Spell of Healing (Heal/Primary)
- 2 Infernal Rot (Dot/Secondary)
- 3 Unmake Seeing (NearSight/Secondary)

- 4 *Spell of Regeneration* (Power Regen/Secondary)
- 5 *Superior Barricade* (Baseline AF buff)
- 6 *Magical Buffer* (Baseline ABS buff)
- 7 *Conjured Bubble* (Baseline Blade turn buff)

Playing Tips.

Chambers – Set up Chamber one (8) with a DD (1) plus snare (4) for damage + escape capability. Chamber two (9) should have a heal (2.1) and a PBAE (7) for both self healing and finishing damage in a tight battle. Chamber three (10) should have a Bolt (3) plus lifetap (2) for maximum damage.

Basic Pull – Bolt pull (3) with a snare secondary (4). As the mob comes in try and get as many DD/Lifetaps combos off (1) and (2) until the mob gets to you. If the mob is at a small bit of health you can use the Uninterruptible Primer (6) to fire off a quick PBAE (7) to hopefully finish the mob.

Bad Pull – If things go bad with the basic pull the first line of defense is to fire off Chamber 1 (7) to damage the mob and snare it. This should allow you to get distance and finish off the mob or just run away. For some situations the Heal/PBAE Chamber (9) might be enough to tip the scales, especially if you're caught fighting multiple low level mobs. Finally, the DD/lifetap Chamber (10) is set up to provide maximum insta-cast damage in a time of need.

Strength – Three Chambers, good primary damage, reasonable Secondary utility.

Weakness – Lack of a secondary spread heal removes a lot of defensive options.

OFFENSIVE SPEC

47 Cursing, 24 Hexing, 11 Witchcraft

Quick Bar 1

- 1 *Curse of Death* (Spec DD/Primary)
- 2 *Greater Beguiled Injury* (Lifetap/Secondary)
- 3 *Bolt of Death* (Spec Bolt/Primary Spell)
- 4 *Spell of Lumbering* (Snare/Secondary)
- 5 *Cursed Tangling Root* (Root/Primary)
- 6 *Infernal Rot* (Dot/Secondary)
- 7 *Spell of Healing* (Heal/Primary)
- 8 *Fortified Cast* (Uninterruptible/Primer)
- 9 *Spell Blast* (PBAE/Secondary)
- 10 *Chamber of Minor Fate* (Any Combo/Chamber)

Quick Bar 2

- 1 *Spell of Healing* (Heal/Primary)
- 2 *Infernal Rot* (Dot/Secondary)
- 3 *Unmake Seeing* (Nearsight/Secondary)
- 4 *Spell of Regeneration* (Power Regen/Secondary)
- 5 *Superior Barricade* (Baseline AF buff)
- 6 *Magical Buffer* (Baseline ABS buff)
- 7 *Conjured Bubble* (Baseline Blade turn buff)

Playing Tips. Pull mobs in the same way you would with balanced spec. Only have one Chamber which can be set up as either a DD/lifetap for even more damage, or a Root/Snare for escape utility.

Strength – Best DD available. Reasonable secondary utility.

Weakness – Only 1 Chamber. Lack of spread heal. Weak primer spells.

Similar Offensive Specs

48 Cursing for the final bolt. 24 Hexing. 6 Witchcraft. (no Chambers)

48 Cursing. 22 Hexing (one step down in lifetap). 11 Witchcraft.

SUPPORT SPEC

22 Cursing, 48 Hexing, 11 Witchcraft

Quick Bar 1

- 1 *Spell of Greater Renewal* (Heal/Primary)
- 2 *Chambered Favor of Health* (Spread Heal/Secondary)
- 3 *Cursed Clutching Root* (Root/Primary)
- 4 *Major Crushing Spell* (Baseline DD/Primary)
- 5 *Spellbinder's Blast* (PBAE/Secondary)
- 6 *Beguiled Hex* (lifetap/Secondary)
- 7 *Infernal Erosion* (DoT/Secondary)
- 8 *Fortified Cast* (Uninterruptible/Primer)
- 9 *Pure Cast* (Powerless/Primer)
- 10 *Chamber of Minor Fate* (Any Combo/Chamber)

Quick Bar 2

- 1 *Spell of Regeneration* (Power Regen/Secondary)
- 2 *Superior Barricade* (Baseline AF buff)
- 3 *Magical Buffer* (Baseline ABS buff)
- 4 *Conjured Bubble* (Baseline Blade turn buff)

Playing Tips. This spec is primary for group based PvE support. It offers a nice healing combo consisting of a reasonable single target heal (1) and the top level spread heal (2). It also allows a Warlock who is careful of aggro to both single target heal (1) and PBAE (5) at the same time, providing a pretty unique dynamic. The fortified cast (8) can be used to get off a quick spread heal if the Warlock has aggro and pure cast (9) can be used to cast a spread heal or power regen (2.1) when the Warlock is out of power. The Chamber (10) will mostly likely be best used by adding a Single Target heal (1) and a Spread heal (2) creating what is essentially an insta-heal.

Strength: Great healing support. Solid PBAE damage. Nice utility.

Weakness: No really meaningful ranged damage. Only one Chambered spell.

Similar Support Specs

20 Cursing (lower level heal), 49 Hexing (best Lifetap), 10 Witchcraft

26 Cursing (Next higher heal) 47 Hexing (best Spreadheal), 5 Witchcraft (no Chambers)

CHAMBER SPEC

4 Cursing, 20 Hexing, 50 Witchcraft

Quick Bar 1

- 1 Curse of Death (Baseline DD/Primary)
- 2 Beguiled Injury (Lifetap/Secondary)
- 3 Cursed Annihilation (Spec Bolt/Primary Spell)
- 4 Spell of Langouring (Snare/Secondary)
- 5 Unshakeable Cast (Uninterruptible/Primer)
- 6 Chamber of Minor Fate (Any Combo/Chamber)
- 7 Chamber of Restraint (Root or Heal/Chamber)
- 8 Chamber of Destruction (DD or Bolt /Chamber)
- 9 Chamber of Fate (Any Combo/Chamber)
- 10 Chamber of Greater Fate (Any Combo/Chamber)

Quick Bar 2

- 1 Infernal Rot (Dot/Secondary)
- 2 Unmake Seeing (Nearsight/Secondary)
- 3 Spell Blast (PBAE/Secondary)
- 4 Cursed Clutching Root (Root/Primary)
- 5 Masterful Cast (Powerless/Primer)

6 Perennial Range (Extended range/Primer)

7 Superior Barricade (Baseline AF buff)

8 Magical Buffer (Baseline ABS buff)

9 Conjured Bubble (Baseline Blade turn buff)

Playing Tips. The strength in this spec lies entirely in the Chambers. All Chambers except Chamber of Restraint (7) should be loaded with a Bolt/Lifetap (Keep Battles) or a DD/Lifetap (Skirmish RvR or PvE). The second Chamber (7) Should be loaded with a root/snare for escape purposes.

Damage relies on baseline bolts and DDs, which will have significant variance due to the extremeness of this spec. This makes for a very unreliable spec. In PvE, pulls are started normally like in the Balanced Spec, but any mob that is alive when it reaches the caster can be met with a salvo of Chambered DDs. The uninterrupted cast spell (5) which comes at an attractively very low power cost due to the high Witchcraft spec, makes this a very useful tool when being attacked. Additionally, the powerless cast spell (2.5) allows for endless casting of the lower level Hexing spells available to this spec. (note the 5 second recast timer on both uninterrupted and powerless primers) Finally, the Extended Range primer (6) can be used to drop a near sight or DoT on a very distant enemy.

Strength – 5 Chambers make for solid effectiveness in high interruption situations.

Weakness – High Variance in Bolt/DD. No heals at all. Weak utility spells.

Closing Note

The Warlock class is one that will have as many strategies as there are Warlocks. Some form of balanced spec seems to be the way to go, although it's a tough decision as to where exactly to stop specing in each line. All of this was intentional, which will become apparent to anyone who spends time studying the possible specs. For example, anyone who specs high enough to get the 413 delve bolt will not have the spec points to get Chambers 3, 4, or 5, which are the ones that can be loaded with a bolt. The Warlock is perhaps the ultimate class in rewarding a skilled, quick-thinking player, due to the sheer number of tools available and the powerful combinations that can be created.

PLAYER'S PERSPECTIVE

By Marc "Biggs" Quesnel

Followers of the god Hel, The Warlock is a unique and new spell casting class with the ability to cast two spells at the same time. In order to do this, however, the spell casting times are doubled to approximately four seconds a casting. This four second cast time is for any spell cast, whether it is a twinned spell or just a single spell.

Some new features with the Warlock class are that spells no longer cost a set amount to cast – rather, they now cost pool amounts. An example is the healing spell. It costs 4% of your power pool regardless of the level of the spell – if it's level 1 or level 50, it still costs a % to cast. This is both a blessing and a curse depending on how you look at things. One other thing the Warlock starts with is the Realm Ability Rireless – they'll have a hard time running out of Fatigue. However this class also is punished a bit, as spell casting also takes a fatigue pool hit much higher than that of normal spell casting classes. So it sort of evens out in the end.

The Warlock's spells fall under two categories, primary and secondary. Primary spells can be cast anytime, and Secondary spells need to be added to Primaries.

For example: Blur the Warlock wants to cast a twinned spell at a critter. He selects a Primary bolt spell, and a secondary snare spell. He then casts both spells at the critter in question.

Note that primaries can be cast anytime, and need not be added to anything. Primary spells can only be cast one at a time – You can't double the spells up, Spell "castings" can only consist of one primary and one secondary.

The Warlock class itself is more of a jack of all trades mage class – there are many spells that the class can cast that are available to other classes in the realm. This has both advantages and disadvantages.

The advantages of having so many spells similar to other classes are:

- ♣ It allows the Warlock to appear to be another casting class.
- ♣ It's quite an advantage in Realm vs. Realm combat. There are bolt spells that are similar to Rune Masters, Life Tap spells that are similar to the Spirit Master, damage over time spells and some simple healing spells that are similar to the Shaman class.

All these abilities are rolled into the Warlock class. On the plus side, your enemies won't quite know what they're facing until the first twinned spell heads their way – They'll only be able to tell by the damage that they feel.

A disadvantage of all the spells that the Warlock can cast is once again the longer-than-normal casting time, and the fact that the primary ability of the Warlock, Witchcraft, is a non-damaging spell line. Oh, it's useful enough in combat, however the primary defining ability is peaceful in nature. (This doesn't mean harmless, however – the Warlock is far, far from that.)

Starting Out

There are currently only three races that can be a Warlock.

Ability	Norsemen	Kobold	Frostalf
Strength	70	50	55
Constitution	70	50	55
Dexterity	50	70	55
Quickness	50	70	60
Intelligence	60	60	60
Piety	60	60	75
Empathy	60	60	60
Charisma	60	60	60

Primary Stat Choices are Dexterity and Piety for Midgard casters. Strength and Constitution are tertiary.

Which is the best race? Statistically it's either the Kobold or Frostalf. They're identical as far as points go. The Norseman, however, is significantly behind both in Dexterity and Piety, and will make a poor choice for a Mage. In the end, Health isn't really a high priority for a Mage, since they die in very little time when it comes to melee combat.

From levels 1 to 5 all mystics start with Darkness and Suppression. It is highly recommended that you *do not* train these, instead leveling the hard way to 5. Since the Warlock spell lines do not include either Darkness or Suppression, the points will be wasted.

There're several different ways to play an advanced Warlock. It's not recommended that you put all your skills in to one tree, as it will weaken your character

Cursing is the primary damage line for Warlocks. With both bolt and direct damage spells available to this line, it's often tempting to put all your resources into this line to give maximum power.

Hexing is the second line. Hexing is the bit of an odd duck in the Warlocks compliment. While it offers some offensive punch in the form of direct damage Life Tap spells and damage over time spells, the greatest use of Hexing comes from the roots/snares that it come with, and the healing abilities associated with the line. One thing to note, however – there

are a lot of secondary spells in this line that can be used with a primary. It's the only spell line to get them and you need specialized Hexing to do so.

Witchcraft is the third line. It's the line that helps give the Warlock its uniqueness. There're no damage spells in the witchcraft line. There are, however, abilities that help modify the Warlock's spells. Chambers let you preload spells which will instant cast as you trigger them. Extended Range will let you increase the range of your spells over that of your opponents. The Powerless Primer will let you cast your spells without power – granted, there's a bit of a trick to using them, as the ability lasts for a very short time. Finally, the Uninterruptible Primer will let you cast spells without being interrupted. It's on a very short timer as well.

How to play a Warlock

In player vs. environment:

Kite. Pure and simple. If you've never played a Mage class in **Dark Age of Camelot**, I'd suggest trying one of the others before diving into this one. The Warlock is a bit tricky to play, based on the fact that many opponents will be kited. As **DAoC** has a pretty good anti-kiting code in effect (it's actually programmed in to not allow people to kite) playing the Warlock is a bit tricky. You have to kite, but you need to kill the critter before the kite code kicks in

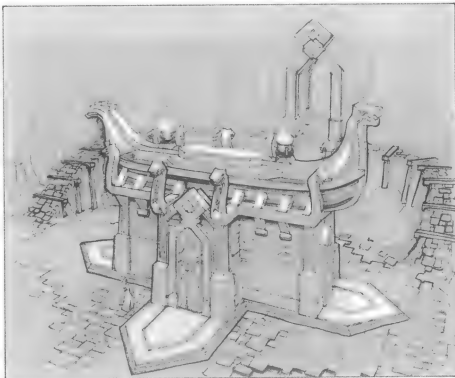
As a solo player this works well, in a group it doesn't. I'd suggest playing the role of backup nuker/healer in a group. You have enough damage capability to give other mage classes a run for their money, and enough healing ability to help out the healers. Your specialization will determine how you play with groups – A hard hitting specialization will tend to do a lot of damage, while a more reserved, evenly-specialized Warlock will be able to heal, snare or nuke.

In Realm vs. Realm:

This is where things get

interesting as a Warlock – Since you carry a staff like every other class in the game, no one exactly knows what you are until you hit them with the first double spell. You can choose to only cast bolts and portray yourself as a Rune Master – albeit with near sight and extended range on your spells. you can hit for a much longer distance than any other class out there. You could pretend to be a Spirit Master – only using your life taps and snares. Granted, this wouldn't be very useful, as you'd not have a pet to back you up with. Or you can be the full-blown Warlock – complete with Chambers floating above your head that are visible to everyone. Be sure to note that if you can see them, everyone else can.

Your greatest flexibility in RvR combat is the ability to be flexible. No one knows exactly what your entering the playing field with. In in PvE groups, you can be the hard hitting damage master able to hit your foes from afar, or the close-range support class that's both a snare caster and a healer. Or one of the more odd combinations, say pure Hexing – where you can snare your opponents, dot them and then crush them with Life Taps. Either way, they're not going anywhere ... well, not until the snare wears off, and by that time it's probably too late.





PLAYER HOUSING

Home loans as low as 2.92%! No down payment required! Anyone can qualify! Okay, maybe it's not quite like that, but Player Housing is an exciting aspect of the world of **Dark Age of Camelot**. The basics of home ownership, and setting up a home, are documented very well on the official **Dark Age of Camelot Herald** website. The entire housing manual can be found at <http://www.camelotherald.com/housing/manual/>. It answers many of the "How to" questions you may have on housing. There is, however, a more strategic side of housing.

Most players use housing as an area to store all their extra items, and as a central point from which to do all their shopping. As a market area, and an extra storage vault, the housing zones are perfect. With the ability to "bind" at your house, and to choose whether you release to your house or your regular bind point, you have a ready-made base of operations. So how should you set up your house to take maximum advantage of the tools available to you?

First off all, at the time of this writing, it is actually much more economically sound to own several cottages than a single larger home. For an investment of 3 lots, and 3 cottages, you get a much greater utility than you ever could out of a Villa. This is mostly due to the number of "hook points" available to you, as well as the weekly rent. A Villa will cost you 800 gold per week, while 3 cottages combined will only cost 60 gold per week. Even a combination of a house and some cottages still costs you very little compared to a larger structure. A Mansion is strictly for aesthetics and bragging rights!

What do you need in a cottage or house to make it a good base of operations? Well, a bind stone is essential if you want to be able to head back to the house quickly. Also stock up your vault or Consignment merchant with the "Teleport" coins to the central market you prefer (usually the one associated with your house). At a weight of 1.0 each, it's not the best idea to carry too many of these around. Since I mentioned vaults – yes, that is another worthwhile thing to place in your house. More storage is always a good thing, especially five whole "pages" of it. Another area for storage is your Consignment Merchant. If you place an object on the merchant, and don't associate a price with it, other players will not be able to buy the item, but you will have full access to it when you are at your house. This is yet another five whole pages of secure storage. Finally, most players place a "Vault Keeper" in their house at the hook point near the vaults. Not only does this

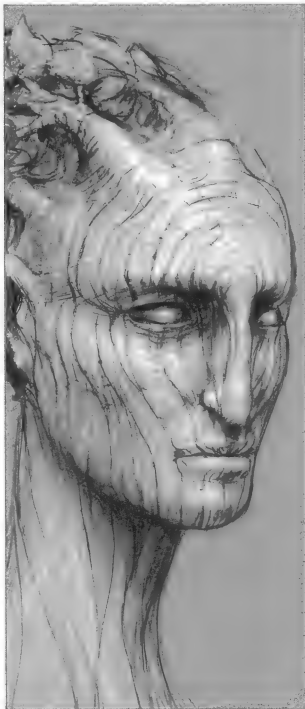
give you one central place for storage, but you also have access to those two pages worth of items at any city you travel to. This is especially convenient for quest items and things you may want to have access to rapidly without having to go to your house.

Some other things to place in your house might be the "merchant" hook points. In a cottage, you only have two more available. One that is a must is the Frontier Fort, Isles, and Heroes Teleporter. This will allow you to get just about anywhere with a minimum amount of fuss. Especially now that they opened up the secondary Frontiers Fort on this teleporter, so that you are able to find a trainer as well as going out to RvR. As for what to put on the other spot, I found that a Healer is convenient. Particularly if you are "suiciding" to your house from deep in a dungeon to help defend a relic or something. Many people would say to put a Siege Merchant there, but that is rather redundant since there is a Siege merchant available at the primary Frontier Fort.

If you are a crafter, then an appropriately leveled crafting merchant is handy to have about as well. This is where I find that a House is a little more convenient as a base of operations compared to a cottage. The extra hook point does allow you to keep a materials merchant up as well as the teleporter and healer. Also, most crafts require you to have more than one type of crafting area available, such as a lathe and a forge. A house allows for that option. Also, if you have a house and a cottage, then you can manage to have all three types of crafting areas available, as well as additional merchants, and the associated storage.

One good thing about the merchants and crafting equipment; they will fit into a vault for storage and never complain. This allows you to store merchants that are perhaps less needed, but that you want to have available for your convenience. Especially if you are a crafter and find that you need different levels of materials, or you can't be bothered to find a smith to repair your items, or on the off chance you would rather teleport to the capital city as opposed to running there.

Some other "tricks of the trade" for setting up your house – The first thing I do when I set up permissions on the house is that I allow *anyone* to pay my rent. The probability of that happening is nearly nil, but if you are away from the game for a while, you could possibly talk friends and guild mates into keeping your house active for you. Keep your consignment merchant stocked with a good supply of cash as well.



This is a secondary method for paying rent (although there are sometimes bugs with that system, so don't rely on it). Place items on your consignment merchant that people can buy for donations or as a way to pay you back for services. I regularly keep glasses of wine on my merchant that I can change to an appropriate price if I lent a guild-mate money. This way they can pay me back without having to find me.

A word of warning, some unscrupulous homeowners will place several items close together that are worth 1 gold, and slip in one for 1 platinum in hopes of tricking you into spending more than you planned. Make sure to carefully check the price of items you buy. All sales are final!

Mythic recently made it a lot easier to travel around in the housing zones by removing the "walls" between the zones. When I go shopping in housing, I start at the central market nearest my house, search for the item I want, and when I find it, I make my journey there. What I normally do is take a horse to the central market nearest the house with the item, get a music ticket once there, and then use /houseface. With the /map feature, I will sometimes drop off the horse if the route takes me relatively close to the house in question.

On a personal note, I take great pride in how my house is decorated, both inside and out. I have set it so that anyone can also enter my house, use the merchants, use the bindstone, and of course deposit into my vaults. Make your house a center of activity. As a matter of fact, you can even create special "Havens" for particular classes. On Guinevere, there is a Haven for Rangers. Encouraging a community is a wonderful way to use the housing expansion. Here is an example of what you can do for the community:

Welcome to the Ranger Haven, lot 4354 Ullraniel in the Aberillan region on the Guinevere server — a nice secluded spot befitting Rangers.

What is the Ranger Haven?

The Ranger Haven is a communal Ranger lodge that was built for all rangers everywhere. Rangers, especially as they are leveling up, often cannot afford a place to call their own. This place remedies that and provides a place for Rangers to gather and share items and information with other members of the Ranger community.

What does the Ranger Haven provide?

As of this writing the Ranger Haven is still small, and is in a House. Its hook points are all filled with the following:

Vaults	Vault Keeper
Apprentice Merchant	Lathe
Forge	Ligen, Heroes & Isles Teleporter
Healer	Bindstone

The house currently has a Consignment Merchant used to liquidate contributions for the lodge itself.

Is the Ranger Haven a guild?

No. You are not required to leave or join anything to be a part of the Ranger Haven Project.

Do I have to be a Ranger?

To enjoy the full privileges of the Ranger Haven and be able to utilize its amenities to the fullest, you need to be a Ranger.

I'm not a Ranger, but I have a naturalist.

You are welcomed on the grounds and interior of the lodge. You have permission to make a deposit to the vault, as well as to use the merchants, healers, bind-stones, and teleporters available. However you will be unable to make any withdrawals from the vault.

I'm not a Ranger or a Naturalist.

Then feel free to loiter about the exterior as much as you want. There is a water trough, archery target, and a nice shaded wooden arbor for you to sit in. If other things are needed, well, the outhouse is in the rear.

Why can't anyone but Rangers or Naturalists come in and just look?

In a perfect world, Naturalists wouldn't be allowed either, but many serious factors weighed into this decision:

- 1) Bards were entitled to hospitality under Celt tradition. To turn away a Bard meant being satired, which Celts believed to carry a very real curse. An example was the story of Cairpre and Bres. Bres was a half-Fomor king who was notoriously cheap. He let Cairpre in but only gave him a damp small stone cell to sleep in for the night, and bread and water for sustenance. When Cairpre left the house he thanked the Lord of the Manor with the following poem:

*Without a crust of bread,
Without the milk of even a dog to suckle on,
Without a dry bed,
Let this be the fate of Bres.*

The rest of the story turns pretty bad for Bres. He even got a nasty black pox too. So to add to the Celtic feel of Hibernia, no door will be closed to a Bard. Even the Ranger Haven.

- 2) Druids were not merely spiritual advisers, but the keepers of Brehon Law, the legal system governing the Celts. Such a pillar of the community is essential to keep the fields fertile, to keep the milk from

spoiling, to administer medicines and herb lore, to keep evil faeries and spirits at bay. To turn a Druid away from your door would be unwise.

- 3) Bard and Warden alts tend to be couriers, and with their speed are useful for crossing housing areas to drop off contributions to the vault. Cutting them off could reduce the exposure of this project to the community at large.
- 4) This lodge is meant to be a staging area and supply point as well as a retreat. So Buff-bots need to be able to leave or return to the lodge with the master as needed.

Why not let mages, guardlans, and shades in too?

Because this is a Ranger Lodge. Even the naturalists can't use the lathe and other tools soon to be added. This is a place By Rangers, For Rangers. We encourage other classes to create class sanctuaries of their own.

What's in the box?

That is our communal Ranger vault. It is filled with arrows, bows, weapons, bits of armor and baubles etc that other rangers found and no longer need or use. Feel free to take what you need, but need what you take. Greed screws over your fellow rangers, and we can make your life harder than it already is. If you don't need something anymore, put it in the vault so the next Ranger might find use for it. Although difficult to enforce (but not impossible) any Ranger discovered to be lifting loot from the vault for sale, salvage, or liquidation will be account-banned from the house and publicly marked as a thief. Once something goes into the vault it becomes community property and no longer belongs to any one individual.

Hey, what's the deal with the arrows on the consignment merchant that cost 100s of gold or even a Platinum?

I can't be online all the time, and this is a way for people who support the Ranger Haven to make monetary donations to the cause. There will also be other items of use that should be placed on the Consignment Merchant in the future.

How can I become a part of this?

Be a ranger and you are already a part of it.

Who can I contact?

Any questions, issues, ideas etc can be directed to Larian in game, or emailed to Larian@LarianLeQuella.com

LEGENDS OF ALBION

Roman Aqueducts

The land where the great city of Camelot stands has long been regarded as a focus for power, both political and mystical. Because of the nature of the land, many people have been drawn to that location, and a succession of cities and towns have risen and fallen on that very site over time. It was no accident that Arthur chose that spot for the location of his city, for he was well versed in the history and legends of the land. He knew that Camelot was only the latest in the long line of important structures that once stood there.

Long before Arthur and his city, long before the Romans came to Albion, various people had settled on the land where Camelot would stand. One of the largest groups to live in and around that area were the followers of Arawn, Lord of the Underworld. They believed that the Lord of the Underworld had summoned them to that spot to act as his servants upon the land.

The Arawnites believed that if they constructed a temple to honor the Lord of the Underworld, he would open a portal from his realm into theirs. Through the portal, they could pass safely into the land of Annwn and be with their god. Even before their houses were finished, the Arawnites began building their temple. While helping with the construction, a young Arawnite named Cadfael suddenly fell through a weak spot in the earth. He tumbled a short distance, down a sloping tunnel, and came to a stop on the ledge of a large cave. The other

Arawnites saw Cadfael's tumble into the cave as a sign that Arawn approved of their building the temple.

Cadfael believed that he had fallen into the cave because Arawn had chosen him to be the one to seek out Annwn.

As work continued on the temple, Cadfael took a group of Arawnites back into the cave to explore it. Cadfael believed that they would find the entrance to the Lord of the Underworld's realm somewhere within the cave. He was devastated when many explorations of the cave failed to reveal the portal to Annwyn that he had longed to find. He never gave up the idea that he was the chosen of Arawn, and that he would be the one to find the portal. Until he grew too frail to walk, Cadfael continued to explore the various caverns and tunnels, all to no avail.

The Arawnites continued to worship Arawn and make offerings and sacrifices to him for many, many years, until the Romans arrived. As the Romans swept through the land of Albion, they sought to bring everyone they encountered under their control. Some went willingly,



but not the Arawnites. They refused to accept the rule of the Romans and their pantheon of gods and goddesses. The Arawnites swore they would only ever worship Arawn, the Lord of the Underworld. They attacked the Romans, trying to drive them from their village and temple. Angered by the Arawnites' impertinence, the Romans struck out against them. They wiped out all but a few survivors and tore down the elaborate temple to Arawn.

Once the Arawnites were dealt with, the Romans began to build their city right over the land where the Arawnite temple once stood. The Romans, like the Arawnites before them, discovered the caves beneath the town. As they went deeper and deeper into the maze of caverns and tunnels, they encountered a large lake and many fresh springs. Knowing their constant need for fresh water, the Romans began to build a system of aqueducts through the caves. Channels and holding pools were built, and entire caverns and tunnels were lined with bricks to make them waterproof. Using a system of pumps, the Romans drew the water up from the deep underground lake and springs, through the channels, and into the holding pools. From the pools, more pumps were used to drive the water up through the complex system of channels and into the wells that fed the town.

The aqueduct system served the Romans well, for it provided them with fresh water even in times of drought. The Romans were vigilant about maintaining the aqueducts to ensure that water continued to flow up from the depths of the caves to the village. But the time came when the Romans abandoned Albion to the barbarian raiders. Those who remained tried to maintain the aqueducts for a while, but they lacked the Romans' sheer numbers. More and more sections of the aqueducts fell into disrepair, until finally the entrance was sealed and the entire system was abandoned, or so the villagers thought.

While the Romans occupied the village, many gods and goddesses were worshiped there. One group of Romans who worshiped Pluto was the source of some trouble in the village. Many Romans, including the followers of Pluto, saw the similarity between Pluto, the Roman god of the dead, and Arawn, the lord of the underworld. The similarity between the two gods led the Plutonists to seek out more information about Arawn. Soon they were incorporating some of the Arawnite rituals into their worship of Pluto. This made the other Romans very uncomfortable, for they remembered how defiant the Arawnites had been. Soon, the Plutonists were being treated with suspicion, and at times, hatred. When the time came for the Romans to leave Albion behind, the Plutonists, influ-

enced by the hatred of the other Romans and their newly formed ties to Albion, chose to stay.

After the Romans left, the Plutonists expected to live peacefully in the abandoned village, but that was not to be. The Britons who moved into the village resented and hated all Romans for what happened to the Arawnites. They threatened the Plutonists, who in turn grew to hate the Britons. Rather than be driven from their home, the Plutonists chose to seek refuge in the aqueducts beneath the village. Led by Aulus, the high priest of Pluto, the group settled into one of the larger vaulted rooms that had acted as a holding pool. In this room, Aulus and the others began to build a temple to worship Pluto, and honor the memory of the lost Arawnites. After time, though forgotten by the villagers above, the strange combined religion that paid homage to Arawn, Pluto, and, later, on other gods of the underworld flourished in the depths of the aqueducts.

History of the Inconnu Crypt

It is said that Arawn, the Lord of the Underworld, came into existence at the same time as death itself. As Lord of the Underworld, it was the task of Arawn to collect the spirits and souls of the dead and bring them to Annwn, the land of the dead. To help him with this task and many others, Arawn created the Inconnu to do his bidding. The Inconnu were unlike any other beings in Annwn, for they were living creatures rather than incorporeal spirits or the souls of the dead. Often, though, with their pale, ghostly skin and large black eyes, they were mistaken for the dead that they were to serve. When Arawn gave the Inconnu life, he assigned them one purpose — to serve him without question or complaint.

In serving Arawn, the Inconnu were ordered to do many things. They were sent to retrieve the souls of the newly dead and escort them to Annwn. The way from the land of the living to the land of the dead was long. It was easy for souls and spirits to become lost in the journey down into the depths of Annwn. The Inconnu would lead the spirits down through the earth of Albion and into the Crypt, where the Inconnu dwell. The spirits and souls were not allowed to remain in the Crypt of the Inconnu, but instead passed down into an area called the Deadlands of Annwn.

Arawn ordered the Inconnu to build a city. He did not want to anger the dead by allowing those of the living to reside with them, so he randomly chose an inconnu named Jaro'yen and ordered him to build a Crypt for all of the Inconnu. Arawn told Jaro'yen to use as many Inconnu as needed, provided it did not interfere with any mission Arawn may have already given them, and to do whatever was necessary to get the Crypt built. After giving Jaro'yen a vision of what the Crypt should look like, Arawn went to see to other, more important things. Since Inconnu did not question the orders of their lord, Jaro'yen simply nodded and set out to build the city.

To anyone other than an Inconnu, the task of building a city from scratch would be an immense challenge. To an Inconnu, though, it was simply another task to be com-

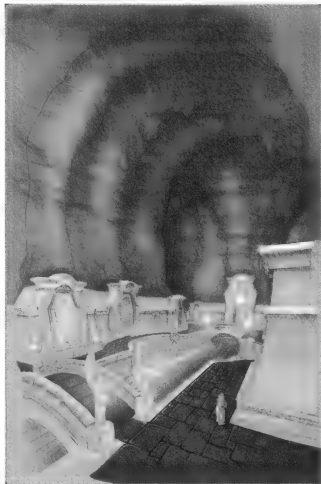
pleted. Never having built a city before, Jaro'yen used the freedom granted by Arawn to secretly watch the people of Albion, especially the Arawnites that were building the temple to Arawn. As he watched, Jaro'yen saw that the people used stone, wood, and metal to build the temple. With his newly acquired knowledge of materials, Jaro'yen returned to Annwn to begin building.

He had the Inconnu build the Crypt both above and below the Deadlands of Annwn so that they could be close by to the spirits and souls they were charged with watching. Although spirits and souls were allowed to pass through the Upper Crypt to reach the Deadlands of Annwn, they were not allowed to pass back through to the living world nor were they allowed to enter the Lower Crypt.

The souls and spirits that passed through the Upper Crypt were always awed by the city Arawn had ordered his servants to build. The buildings were made mainly of stone, although some were made of wood. The windows of the buildings were tall and narrow, but deep-set, with high arches accentuating them. The entrances to the buildings were also in deep-set arches and some had large stained-glass windows over them. Eerie lights from within the buildings set the windows to glowing. Many of the surfaces of the buildings, especially those around the windows and doors, were elaborately carved with grotesque images of death and Annwn. Statues of demons, spirits, and magical creatures decorated the roofs of the buildings. Some buildings were connected by covered walkways, also trimmed in elaborate carvings and statues. Throughout the Crypt, carvings, entrances, and even statues were trimmed in silver work. With the eerie lighting of the Annwn, the feeling of the Crypt was one of darkness and death which is how the Inconnu and Arawn both liked it.

Deadlands of Annwn

When Arawn, and death, came into existence, so did the land that Arawn was to rule — Annwn, the land of the dead. When a person died, Arawn would send one of the Inconnu to gather the soul and escort it down into Annwn. Arawn would also send his Inconnu to retrieve stray spirits that wandered



the lands of Albion and bring them into Annwn so they would not trouble the living. Once in Annwn, a spirit or soul could not leave unless Arawn gave his permission and lowered the spiritual barriers that surrounded Annwn and set it apart from the world.

At first, Annwn was just a flat, dark place where the souls and spirits wandered aimlessly while the Inconnu watched over them. The Inconnu themselves wandered around among the dead when they were not serving Arawn. This caused unrest among the souls and spirits, for the Inconnu were alive. To end this problem, Arawn selected an Inconnu he named Jaro'yen to oversee the construction of a city for the Inconnu to live in. This city became known as the Crypt of the Inconnu.

Arawn's plans for the Crypt were unique. Half of the city was to be built beneath the area where the souls and spirits wandered while the other half was to be built above. This would allow the Inconnu to stay close enough to continue to watch over the souls and spirits of Annwn, while not putting them directly in with the dead. With the Inconnu no longer staying directly with the souls and spirits, Arawn expected the unrest to settle down - but he was wrong.

To reach the area of Annwn where they were to remain, the souls and spirits had to pass through the Upper Crypt. When they saw Annwn after passing through the terrible magnificence of the Crypt, they were angered. They did not want to stay in the dark, empty, in-between place while the Inconnu had such a place to live as the Crypt. The souls and spirits became even more restless with their anger, and the Inconnu who watched over them struggled to keep them under control. Because it wasn't in the nature of the Inconnu to complain, it took Arawn a while to realize that there was once again unrest in Annwn.

When it finally came to his attention that the dead were unhappy, Arawn went to the land between the Crypts to find out what was going on. When he entered the area where the souls and spirits roamed, their cries grew louder, and this angered Arawn. He believed that the souls and spirits should be happy to be in Annwn rather than sentenced to oblivion. As he scanned the souls and spirits, Arawn saw that they were jealous that the Inconnu had a city but they had nothing but darkness. It was then that Arawn decided what to do with the dead. He began to speak to them and the cries of the dead were silenced.

Arawn told the souls and spirits of his realm that he understood their jealousy of the Inconnu and their city — he expected the dead to be jealous of the living. Arawn

then told the dead that he would create a special place for the dead, with each spirit and soul having its very own part. He told them that this new area would be one fit for the dead, and a cheer spread through Annwn. The souls and spirits grew excited as they pictured their land looking something like the Crypt of the Inconnu. The cheer died down as Arawn spoke again. He told the souls and spirits there was a condition to the change. They were not to complain about a single thing in the changed land or Arawn would take it away and return them to the darkness they dwelt in now. The souls and spirits agreed, again picturing the Crypt of the Inconnu as their new home. Then with a wicked smirk and a wave of his hand, Arawn gave the dead their new lands.

The light in Annwn brightened slightly so that the souls and spirits could see the changes to Annwn. As they looked around, gasps and grumbling filled the air. Instead of a magnificent city such as the Inconnu had, the dead had been given a graveyard. Across the land there were randomly placed gravestones, tombs, crypts, and statues and monuments to the dead. The land surrounding each structure was rough, hard-packed dirt with dead tufts of grass here and there. A pale fog filled the air, obscuring the graves and tombs in the distance. Through the wisps of fog the dead could see that instead of sky overhead there was the massive ceiling of a giant cavern with stalactites hanging down here and there. While the crypts and monuments were carved with designs, they were nothing like the fine work that was seen in the Crypt of the Inconnu. Anger began to spread through the dead once more.

One soul began to speak, ready to voice its anger at Arawn's choice of land for them, but Arawn stopped it. Still smirking, he reminded them not to complain or they would be returned to the dark, dreary land that was Annwn. He told them since they were jealous of the Crypt of the Inconnu he had given each of them their very own crypt or grave within Annwn. The souls knew they had been outsmarted by Arawn, and rather than return to the darkness of before, accepted their new lands. Arawn then decreed that this part of Annwn would be known as the Deadlands of Annwn. He also decreed that henceforth each soul or spirit that entered the Deadlands of Annwn would be given their very own crypt, so as not to be jealous of the Crypt of the Inconnu.

Over time, the dead settled down and accepted their place in the Deadlands of Annwn. Things were peaceful for a long time in the Deadlands of Annwn until the rise of Morgana's power. Through her evil magic, Morgana

found a way to steal souls and spirits from the Deadlands of Annwn and use them against the people of Albion. This annoyed Arawn, and eventually led to his sending the Inconnu to the surface to join in the fight against Morgana. Arawn's interference in her plans angered Morgana, and as revenge, she used her magic to turn the souls and spirits in the Deadlands of Annwn against Arawn and the Inconnu.

To protect the Upper Crypt, Arawn ordered the Inconnu to bar the entrance with an enchanted iron gate that spirits could not pass through. The Inconnu then built a small, secret tunnel to allow them access to the lands beyond the gate without the dead knowing. The once peaceful Deadlands of Annwn have become a battleground where the Inconnu are forced to fight for their lives against the dead — and worse.

Underground Forest

When Arawn made the decision to choose nine maidens to guard his cauldron, he sent nine Inconnu to bring them to Annwn. Because the Maidens were alive, but not of the Inconnu, the Inconnu could not bring them to Annwn in the normal way of traveling (through the Upper Crypt and the Deadlands of Annwn) for that was the path of the dead and the path of the guardians of the dead. Another way had to be found.

Arawn sent the Inconnu to the surface where they then had to travel on foot to find the hidden valley of the Maidens. While the Inconnu were traveling, Arawn searched the depths of Albion and located a vast underground forest that, with a bit of digging by his Inconnu, could be linked to the valley where his Maidens lived. Arawn opened a portal between Annwn and the cavern and sent teams of Inconnu out to begin the tunnel. When one team would begin to tire he would replace them with a fresh team. Arawn ordered the Inconnu to hide the entrance to the tunnel, since he did not want all valley residents to come to Annwn. Thus the Inconnu dug the tunnel so that its entrance was hidden by a powerful waterfall. By the time the Inconnu reached the hidden valley of the Maidens, the tunnel connecting the underground forest to the valley was complete.

After Arawn sent a vision of the tunnel's entrance to the Inconnu on the surface, they escorted the Maidens to the

waterfall. While a small crowd of onlookers watched in amazement, the Inconnu each led a Maiden safely through the powerful force of the waterfall and into the tunnel beyond. Once the Maidens were through the waterfall, Arawn used his magic to disguise the entrance to the tunnel so that only those chosen by him would be able to see it. That would allow access to the valley if needed, but keep the residents there out of the underground forest and ultimately Annwn.

The Inconnu led the Maidens down the tunnel and emerged on a ledge that overlooked the forest. The Maidens gasped in surprise, and begged the Inconnu to wait as they studied the forest below them, for they had never seen anything like this before. The trees below had pale trunks that seemed to glow from within. Instead of leaves, the trees were topped with mushroom-like caps in reds, oranges and bold yellows. The Maidens looked their fill and then followed the Inconnu down the path and into the forest. When they reached the forest floor, the Maidens saw that the ground was mostly covered with a mass of entangled roots that connected one tree to the next. The Maidens stared in wide-eyed wonder as the Inconnu led them down a hard-packed dirt path through the forest.

When the group reached the other side of the forest, the Inconnu led the Maidens up a steep path that wound around the side of the cavern. At the top of the path was a flat cliff that overlooked the forest below. The Maidens continued to look at the forest below while the Inconnu silently waited for Arawn to open the portal. Arawn had temporarily closed the portal from Annwn to the underground forest as a precaution. Now that the entrance to the tunnel was hidden and there was no danger of strangers coming in Annwn, Arawn reopened the portal.

Once the Maidens had been delivered, all the Inconnu who had seen the portal believed that Arawn would seal it again. Instead, Arawn decided to send some of the Inconnu to explore the forest further to see if there was any potential use for it. He summoned his chosen Inconnu, Jaro'yen and ordered him to choose a group of Inconnu to venture into the forest. Jaro'yen chose an Inconnu named Divzar to lead the exploration group into the forest. Jaro'yen had a bad feeling about the underground forest, and ordered Divzar and his group to take weapons with them into the forest.

As they roamed through the forest of strange trees, Divzar and his group found it very peaceful. It appeared that the Inconnu were the only ones to have access to the forest, since they hadn't seen any signs of creatures or other people living in the area. They were about to

head back and report this to Arawn when suddenly things turned chaotic. A group of strange beings came crashing into the clearing where Divzar and his group stood. Surprised to see someone else in the forest, both groups studied each other for a minute before the strangers launched a few poorly-aimed arrows at the Inconnu, then fled back into the forest.

After the initial shock of the encounter and the feeble attack had passed, the Inconnu began to talk rapidly to one another. They talked about how the strangers were about the same size as the Inconnu, but had blue skin instead of the pale, purplish-white of the Inconnu. Their eyes were tiny and obviously not made for seeing in the dark like the eyes of the Inconnu. Their attack, obviously driven by fear, was none the less taken seriously. Arawn had to be warned that there were potential enemies in the forest. As the Inconnu prepared a second time to head back to Arawn with their report, they heard the sound of someone falling to the ground just outside the clearing. Thinking it was the blue creatures coming back for more Divzar and his group took up their weapons and ran into the forest to meet their attackers.

In the forest, the Inconnu were surprised to discover that the beings they faced were not the blue people, but a different group. These people were taller than the Inconnu and had long spikes that ran from their foreheads and ears back around their heads, as well as a short row of spikes on their wrists. Their skin was a golden orange color with a swirling pattern of reddish-orange. As the Inconnu approached them, these strange creatures drew their weapons and a skirmish broke out. Divzar paired off with the leader of the orange people while the other Inconnu each took one. Divzar seemed to have the advantage in the fight, but suddenly the spiked one slid his sword into Divzar's stomach. As Divzar tumbled to the ground, the fight ended. The Inconnu scooped Divzar up and fled back to Annwn.

Divzar survived the wound thanks to Arawn's intervention, and told the Lord of the Underworld what had happened. The incident in the forest angered Arawn — how dare anyone attack his Inconnu? Using his magical powers, Arawn learned that the blue people were called Kobolds and the orange ones Shar. He ordered the Inconnu to continue to explore the underground forest, and if they should encounter either the Kobolds or the Shar, they were to drive them from the forest. Arawn was not going to allow strangers to kill his people.

Once Divzar had recovered, he began to lead groups into the underground forest again. Both with a group and alone, Divzar spent a great deal of time searching the forest, for Divzar wanted to exact revenge upon the Shar that had wounded him. Divzar and Jaro'yen were out in the forest together when they happened to spy that very Shar and his group in the forest. Since they were outnumbered, the pair could not attack, but they could watch the Shar to see what they were up to. As the pair watched, the Shar quietly took up stalking a group of Kobolds.

Knowing something was going to happen, Divzar and Jaro'yen followed the Shar following the Kobolds into a large, dark cave. Both the Inconnu and the Shar hid from view while the Kobolds explored the cave. As one of the Kobold females approached the far corner of the cave, a wave of evil and fear like none the Inconnu had felt before washed over them. The Kobolds tried to stop the female from going further into the corner, but they could not, and another wave of fear and evil washed over the entire room. As they stood frozen by the wave, the Shar rushed past them, nearly falling over the hidden Inconnu. As the Inconnu turned to flee, finally free of the fear, the Kobolds flew past them. Divzar and Jaro'yen returned to Annwn and told Arawn what happened to them.

Arawn listened with interest, but he was not worried about the evil presence the Inconnu sensed. He decided that when the time was right, he would send the Inconnu there to capture the spirit and bring it to Annwn, where it could be kept safely away from everyone. In the meantime, he ordered the Inconnu to stay away from the cavern, an order to which they readily agreed. Arawn then became distracted with other things in Annwn, and never got around to sending his servants to retrieve the spirit.

If Arawn had gone to sense the evil for himself, he would have never let it go free as he did. What no one realized was the wave of evil was Morgana's way of scanning the minds of those in the cave for information she could use. When she scanned the minds of the Inconnu, she increased her knowledge of the dead enough to steal the souls and spirits from the Deadlands of Annwn. She also learned something of how Arawn controlled the Inconnu, which she stored away for later use. Morgana's ever-increasing evil spread from the cave into the forest and to the valley beyond, and ultimately into the realm of Annwn, where she now controls a good portion of Arawn's Inconnu.

SAGAS OF MIDGARD

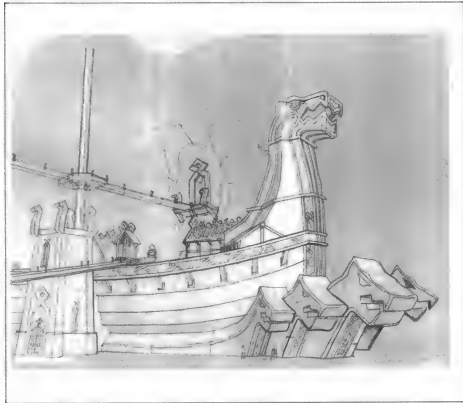
Burial Grounds

It has always been said that the beginnings of the great city of Jordheim can be attributed to the bold heroes and brave leaders that came to Midgard so long ago. These leaders were said to have put their bravery, their fierceness, and their determination — the very spirit that drove them to explore and settle a new land — into the foundation of Jordheim. The people of Midgard have always believed that the story of Jordheim's founding were told to inspire that same valiant spirit. What most of them do not realize is that the foundation of Jordheim does literally hold the spirits of the heroes and leaders of the past.

When the different races came to Midgard, they settled in different places. The Norse located an area of land near the water that seemed to provide some safety from the dangers of a new land. Food was plentiful, the area was easy to defend against strange creatures, and there were plenty of trees with which to build their homes. Once a small village had been established, the leaders and adventurers often would head out into the wild, finding new areas to conquer and inhabit. If one of these brave people happened to die while out adventuring, the Valkyries took their spirit to Valhalla, while their body was brought back to the village for a proper burial.

At first, large stone cairns were constructed for the burial of the deceased. In the process of gathering stones for the cairns, a young Norseman named Relder Autansonn made an interesting discovery. As he moved one stone away from a pile, Relder noticed that the stones were arranged in such a way that they concealed a hole. Upon his discovery, Relder fetched his father Autan and his brother Rilden. A quick inspection with a torch revealed that there was a cave beneath the rocks. With their father's permission, Relder and Rilden entered the cave and began to explore.

The brothers discovered a series of tunnels and chambers inside the cave, and immediately realized the potential of their find. Excited, they clambered back to the entrance of the cave and announced their



find to the village.. No longer would they have to struggle to build the stone cairns. The cave that Relder had discovered could be used to bury the dead. The leaders of the village ordered the cave's opening enlarged, then went in to look and ended up agreeing with the brothers. Soon after, burials in the caves began.

When one of the leaders or great heroes died, a chamber within the cave system was prepared for them. A person's rank in the village determined the size and location of their burial chamber. When the founder of the village died gloriously in battle against a fierce creature that threatened the village, a magnificent chamber was prepared for him within the caverns. Normally, the dead would be placed upon a small boat and carried into their chamber to be laid to rest. But with the founder of the village a more elaborate ceremony was necessary.

The longboat that had carried the founder, his crew, and the first round of villagers to Midgard had been preserved as a monument to their bravery for venturing into the new land. Now that the founder had journeyed on to Valhalla, the longboat would be his resting place. Because it was too large to fit through the entrance to the caverns, the massive longboat was carefully dismantled and carried piece by piece into the equally large chamber. Once all the pieces had been brought in, the longboat was carefully reassembled. When it came time for the funeral, the founder was laid upon a bier and carried from the water's edge, through the village and down into the burial chamber below. There, he was placed in the prow of his ship as a symbol of respect.

Typically, a burial chamber was sealed right after a person was laid to rest, but this time the villagers refrained from doing that. As each of the boat's original crew died, they too were placed within the massive longboat as a symbol of respect for their courage and loyalty. When the last crewmember had finally been laid to rest, the chamber was sealed to protect it from looters.

Over time, the other burial chambers were filled until there wasn't any room left. The entrance to the caverns was sealed, and a small building was placed over it to help protect the caves from grave robbers. Soon, another building joined the first, then another and another. Before long, the city of Jordheim was under construction. As generations passed, the burial grounds beneath the city were long forgotten by all but those who still dwell beneath the surface.

The History of the Kobold Undercity

The Norse people were not the first to find or use the caverns that became their burial chambers. Nor were they the first to set foot on that particular part of land. Unbeknownst to the Norse, a race of small, blue people originally settled in the land where the Norse built their first village, as well as the great city of Jordheim. These small, blue people were called Kobolds, and this is the story that the Lorekeepers tell to those that seek out the history of the Kobolds in Midgard.

The origin of the Kobolds is shrouded in mystery. Those who ask the Goths of Ymir would hear the fantastical tale in which Odin plucked maggots from the decaying body of Ymir and transformed them into Kobolds, Dwarves, and Trolls. Those who speak to the eldest of the Valkyn will hear another tale, of long before even their ancestors' ancestors lived, when the Kobolds and Trolls looked more like the primitive Morvalt. Though their past remains a mystery, one thing is known for certain: the Kobolds first appeared on the island of Aegir, around the same time as the Trolls and Dwarves.

Upon their arrival, the Kobolds, Dwarves and Trolls struggled to survive in the wild lands of Aegir. The Kobolds built homes and villages only to have them destroyed by bands of raiding Morvaltar. They moved to the safety of nearby caves and dug into the earth to make their homes as the Trolls and Dwarves did, but still the Kobolds were assailed by Morvalt attacks. Fearing the destruction of his people, the leader of the Kobolds, Hallvaror, chose to leave the land of Aegir. They bought passage to a new land called Midgard upon Troll ships in hopes of a safer existence.

After a long journey, they found themselves ashore in the new lands. These lands, now known as the Vale of Mularn, promised to offer the Kobolds just the shelter they'd been hoping to find. In their first few days in this new, wild territory, the Kobolds made crude shelters and began to gather edible plants. They hunted the creatures of the land for food and started to make plans to build a new village where they hoped to live in safety and prosperity. Alas, just as they began the construction of the village, the weather turned. A freezing wind blew out of the north, alternatively driving icy rain and snow into the cracks in their makeshift shelters. Desperate to keep safe, the Kobolds set out to search for a drier, warmer place to sit out the winter.

It was to a young Kobold named Skolmir whom the others owed their gratitude, and their lives. While returning from a fruitless search for new shelter, Skolmir became lost in a blinding snowstorm. Fearful of the fierce wind and driving snow, Skolmir clung to some rocks to seek shelter. As he crouched down deep in the snow, he noticed a dark gap between two large rocks. With half-frozen fingers, he pushed and pulled at one of the rocks until it gave way, revealing an opening in the ground.

Carefully, Skolmir lowered himself into the opening and fell a few feet to a small ledge. Sheltered from the elements, he managed to light the small torch he carried with him. As the torch glowed and his eyes adjusted to the light, Skolmir knew he'd found the solution that he'd been searching for. A small cave opened up below the ledge. With great care he climbed down to explore the cave. After a quick look around, he discovered a tunnel leading deeper beneath the earth. Cautiously, he followed the tunnel as it wound through a series of small caves. He reached what he thought to be the last cave, and was just about to turn back when he discovered yet another small opening.

Skolmir squeezed through the tiny crevice and emerge into a vast cavern. Carefully, he set out to explore the vast space, and determined that it would be large enough to hold all the Kobolds waiting frozen in the makeshift shelters on the surface. In fact, this cavern offered ample room for thousands more than the number that had traveled from Aegir. Excited by his find, he explored further, circling the stalagmites that thrust up from the floor to touch the stalactites, until he came to a large placid lake. As he drank the fresh icy-cold water, he knew he had found the place where his people could shelter for the winter. With a newfound hope for the survival of his people, Skolmir hurried back to entrance near the surface and waited out the storm.

As soon as the violent weather let up, Skolmir excitedly shared his discovery with the other Kobolds, whose shelter had actually been only a few paces from the cave's entrance. The Kobolds quickly moved themselves inside of the cavern, narrowly missing the next merciless storm that blew through the land. All winter long, Hallvaror, Skolmir and the others set about making plans for the great city they would build on the land above the caves. They found food in the strange mushrooms that grew there beneath the surface, and drank of the cave's cool, plentiful water.

When spring finally arrived, Hallvaror sent Skolmir to the surface to open the way for the others. The plans to build

their city were complete, and all were anxious to get started. Skolmir rushed to push away the stone that hid the entrance, but stopped himself as he heard voices coming from outside. He waited to emerge from his hiding place until the voices faded. Then, crouching low amongst the rocks, Skolmir studied the strangers. Disheartened by these new arrivals, he returned to Hallvaror and the others waiting in the safety of the cave.

All the Kobolds listened intently as Skolmir told of the strangers above. He described them to be much taller than they, with pale skin rather than the blue. Their hair came in shades of yellow, white, brown, or black, and they spoke in a strange language. He explained that these new men showed no aggression toward him as he watched them, but Hallvaror was still worried. After the experiences with the Morvaltar, he was not about to place his people in danger again.

Hallvaror quickly organized two groups. One was sent to the surface to watch for the tall, pale strangers. The other was sent tunnels adjoining the vast cavern in order to dig new tunnels to the surface. As soon as these new tunnels were complete and disguised from prying eyes, Hallvaror had the main entrance to the cavern blocked. He ordered his people to only venture to the surface when necessary, for their own safety.

For many years, the Kobolds lived underground in peace. The stalactites and stalagmites throughout the great cavern offered a unique foundation for their homes, shops, and meeting-places. The Undercity thrived, but not all the Kobolds were content to stay underground. Hallvaror reluctantly agreed to let them leave the Undercity, but he made them swear an oath that they would keep the city's location secret. When they came to the surface, Kobolds discovered that while they had been underground, the Dwarves built their settlements on the surface, and the Trolls had expanded their villages. Already friends of the Kobolds, these two groups helped them to extend their friendship to the tall people, who called themselves the Norse.

After a short while exploring the surface, the small group of kobolds returned to the Undercity to describe this new friendship to the others. When they heard of the lands above, they too wanted to leave. They appealed to Hallvaror, who knew he could not force them to stay. Instead, he warned that he would be sealing all but a few of the entrances to the Undercity. His utmost concern was for his people, and so he would do his best to guard the location from possible invasion by the other races. All seemed pleased with this decision except for a small group of Kobolds.

Led by a female kobold named Astrior, they pleaded with Hallvaror not to let the others go to the surface. Many of them had lost loved ones to the devastating attacks of the Morvaltar, and had little trust for outsiders. They feared that sealing the tunnels would not be enough. Worried that the Kobolds who left for the surface would reveal the location of the Undercity, they took their belongings and left. They journeyed deeper into the earth, down a rarely used tunnel, and began to build their new home, which they called Nyttheim.

Over the years Hallvaror and Skolmir grew old and died, and their descendants ruled over the Undercity. Statues honoring Hallvaror and Skolmir were erected. Skolmir's statue was built at the entrance of the Undercity, a tribute to his discovery of their home in the great cavern. In the main part of the city, a statue to Hallvaror was erected in honor of his skilled leadership and brave decisions to keep them safe. The two main groups of Kobolds, those in the Undercity and those on the surface, maintained contact with each other for a long time after. Over time, though, the Undercity Kobolds became increasingly busier dealing with matters in their own city, and the contact between the two groups faded. Every now and then a group from the Undercity would travel to the surface to join the others, or those on the surface would return to the city.

The residents of Nyttheim also continued to maintain contact with the Undercity Kobolds. An outpost was built just outside of Nyttheim, for ease of traveling between there and the Undercity. Rarely, though, did they hear from each other. Eventually, those who fled into the depths of the earth faded from the memory of all other Kobolds.

Nyttheim

POSSESSED KOBOLD CITY

Long ago, when Hallvaror decided to allow the Kobolds to go to the surface and live with the other races of Midgard, it made one group of Kobolds very nervous. Although those who went aboveground had promised to keep knowledge of the city secret, this group, lead by a female Kobold named Astrior, still feared that those from above would invade their underground home. Astrior pleaded with Hallvaror, begging him not to allow the others to venture above ground, but Hallvaror had made his decision and would not change his mind. Hallvaror's decision angered Astrior and the others, all of whom had lost someone in the attacks by the Morvaltar so many years ago.

They did not want to stay in a place they considered unsafe, so the decision was made to leave the Kobold city and venture out on their own — not above ground, but further into the depths of the earth.

Long before, when the kobolds had begun construction on the Undercity, they discovered a tunnel leading to another, much larger cavern beneath the one where the city was being built. Busy with construction, Hallvaror did not send anyone down to thoroughly explore it. This is where Astrior and her followers began to search for a place to live. Deep within this expansive cavern they found a passageway that led to a smaller chamber. Although this chamber was not as big as the Undercity, it would suffice.

Astrior and her people began the arduous task of building a new city in this chamber. Hallvaror offered both supplies and people to help, but Astrior and her people refused; they wanted nothing more to do with Hallvaror's people. When the new city was done, Hallvaror attempted to maintain contact with Astrior and her people. He even set up an outpost near the entrance to this new city, called Nyttheim by its residents, but his attempts were met with a cold politeness. While they were not forbidden from entering Nyttheim, Hallvaror's people were never made to feel welcome. Only those who agreed to give up their ties to the Undercity were welcomed into Nyttheim. Surprisingly, over the first few years, quite a few Kobolds did move there. Over the years, though, the people of the Undercity became busier and busier and contact between the two groups was lost and the outpost abandoned. Eventually, Astrior and the others disappeared into the dark solitude of their new home.

While Hallvaror and his people continued their lives in the city above, Astrior and her people explored the areas beyond Nyttheim. Often led by Astrior's daughter, Kolfinna, groups of Kobolds discovered a vast underground forest in the cavern beyond their city. As Kolfinna and the others explored the underground forest, they discovered they were not alone there. Other races had also come to explore the forest. The most important and ultimately devastating discovery, though, was the cave that lay beyond the forest. The cave was a focus of power for an ancient evil of Midgard that was just waiting for the opportune moment to break free of its prison and unleash its chaos. No one at the time, not even the ever-vigilant Astrior, realized just how dangerous the evil spirit really was.

The evil spirit, that of a longdead woman named Gullveig, managed to take control of Kolfinna. One by one, over the course of many generations, Gullveig ensnared the Kobolds of the new city, Nyttheim. As each one was lured under Gullveig's control, her power increased. Her evil

flooded out of the cave and into the grotto of trees. That is when Valda, a descendant of Astrior and Kolfinna, finally sensed the encroaching evil. In a desperate attempt to save her people, Valda pulled them all back to the very edge of the city. For a long time, the strongest Kobolds were able to hold out against Gullveig's power, but eventually they too fell under her thrall.

With the Kobolds now in her complete control, Gullveig's power was strong enough that she could send out a call across land and time to summon even more creatures to her. The creatures filled the grotto of underground trees, and eventually spread out into the vast cavern between the two Kobold cities. With each creature that answered her call, Gullveig became more powerful.

Now her power has reached its full capacity, and Gullveig has set her sights on the Kobold Undercity, for it alone lies between her own forces and all of Midgard.

The Frontlines

Many generations have passed from the time the group of separatist Kobolds went deep down into the earth to create their own city. When Odagi took over as leader of the Undercity, he found notes his ancestors had left regarding this lost group of Kobolds and the city that they called Nytheim. Intrigued, Odagi sent a group of Kobolds down into the caves below the Undercity to see if these lost Kobolds still survived. Armed with torches and supplies, the Kobolds went down into the cavern beneath theirs.

The group slowly began to explore the large, dark cavern. The few signs of habitation the group found were old and crumbling with age. It became obvious to the explorers that no one had been in the cavern since Halvaror's time. But the Kobolds did not give up hope of finding the lost ones, for they were a feisty race and would not easily give up. The group continued to search the cave, but all they found were stalactites, stalagmites, and puddles of water that dripped down from above. In the far corner of the cavern, the Kobolds found an old outpost left over from generations past, when contact was still being maintained between the Undercity and Nytheim. Tired from exploring the cavern, the group decided to rest before entering the city below.

While they were resting, they heard strange noises coming from the direction of the entrance to Nytheim. Carefully they peered out from their hiding places to see strange creatures emerging from the old city. The creatures were like none the Kobolds had ever seen before, but immediately the Kobolds realized these creatures were dangerous. But most shocking of all, was the haunted, possessed-looking

Kobold leading the creatures. They strained to listen as this Kobold told the creatures that the army in Nytheim was almost ready to advance upon the unsuspecting upper city, and that patrols must be increased to make sure the people of the Undercity suspected nothing. The strange Kobold sent the creatures off in pairs, then returned to Nytheim. All was silent as the hidden Kobolds processed everything they had seen and heard.

Knowing that Odagi must hear of this, two of the Kobolds left the safety of the outpost and their friends to begin the long trek back to the Undercity. They were forced to pick their way carefully through the treacherous footing to avoid the roaming patrols of creatures. Finally, they arrived safely at the city and delivered the warning message to Odagi.

Immediately, Odagi flew into action. He gathered up brave volunteers to return to the outpost, armed with weapons and supplies for building a safe wall around the outpost, for it was essential to keep track of what the strange Kobolds of Nytheim were up to. He also empowered them with the ability to set up a fast way to travel to and from the outpost. Once the guards were on their way, Odagi ordered a huge wall to be built to protect the city. It was to be built quickly, before the creatures in the deep would learn of its existence, and all Kobolds were to aid in its building. When it was pointed out that the Kobolds had no suitable supplies for building this wall, Odagi ordered the old abandoned mines to be opened and rock to be quarried from there. Work quickly began on the wall.

As the last stone of the wall was set into place, a messenger arrived from the outpost announcing that the first wave of creatures had left the old city to attack the new. Guards were stationed on the walls and when the creatures finished the long march across the cavern, they engaged them in a fierce battle. The guards were able to drive back the creatures this time, but the creatures would not give up so easily. Odagi decided not to wait until the creatures attacked again, but sent bands of guards out into the wild cavern to engage the creatures there. Using the newly fortified outpost as a staging point, guards even tried to enter the possessed Kobold city, although often their attempts were unsuccessful and in response the attacks by the creatures became fiercer.

Odagi realized that his people were losing the battle. It was becoming harder and harder to defend the wall, and he was losing more Kobolds in skirmishes with the creatures. He was being forced to do the one thing he did not want to do — reveal the location of the city of the Kobolds, but he knew it had to be done if any of his people were to survive the brutal attacks by these creatures and his former brothers and sisters.

LAYS OF HIBERNIA

History of the Veil

The Veil is a magical barrier that separates the magical world from the natural one. At one time, the Veil did not exist, and the world of magic and nature existed as one, ruled by the Elves. Then the Firbolgs and Celts came to Hibernia and conflicts arose between the groups. Rather than continue to fight with these new beings, the Elves decided to remove themselves from the world of Hibernia. Their decision would affect all of the Realm.

The Elves used their great power to separate the world of magic from the world of nature, creating two worlds from one. To the Firbolgs, Celts, and other non-magical creatures, they left the natural world. The magical world, called the Otherworld by some, became the home of the Elves, their friends the Lurikeens, and other magical creatures. The Elves, with the help of the Lurikeens, raised a

magical barrier between the two worlds to prevent the non-magical creatures from passing through into the Otherworld. This barrier became known as the Veil.

In the process of raising the Veil, the Elves attempted to pull certain buildings and areas into the Otherworld. The Elves found the structures made with their Elven magic were much easier to move into the Otherworld than those made with the wood, stone, and earth of Hibernia. One such structure, a castle known as Marrach Briollag, was a favored place of the Elves. Although it was built of stone and wood, Elven magic had been used throughout its building. Believing that their Elven magic would overpower the natural materials of the castle, the Elves and Lurikeens began to move Marrach Briollag into the Otherworld.

The Elves underestimated the powerful hold that the very land of Hibernia had on the castle. Even as the Elves struggled to move the castle into the Otherworld, the

land was trying to draw the castle back into the natural world. The Elves succeeded in moving Marrach Briollag into the area of the Veil, but could move it no further. The magic of the Veil had ensnared Marrach Briollag so neatly that neither side could budge the castle. Those that had inhabited the castle as it was being moved were trapped also, unable to return to Hibernia and barred from passing into the Otherworld. The castle was lost to the mists of the Veil, and it and all those that dwelt inside were forgotten until recently.



The loss of Marrach Briollag and its inhabitants was not the only thing to come from the raising of the Veil. The Elves did not realize when they raised the Veil how its presence would affect the lands of Hibernia. Magic from both the Veil and the Otherworld bled over into the lands of Hibernia, infusing the natural world with its own kind of magic. Over time, the Celts and Firbolgs learned to channel and manipulate this nature-based magic. This newly gained magic worried the Elves a little, but they knew they were still safe from the Firbolgs and Celts, for only creatures of magic, not of nature, could pass through the Veil into the Otherworld.

While the Elves and Lurikeens were occupied with establishing their new cities beyond the Veil, another race of magical beings quietly moved into the Otherworld. They chose a remote part of the Otherworld as their home and began to build a labyrinthine city. By the time the Elves and Lurikeens discovered these demonic-looking creatures who called themselves the Shar, they were too well-established to be forced out of the Otherworld. The Elves allowed them to stay, but watched them closely, for they rightly sensed that the Shar were evil.

For those that reside day in and day out in the Veil, its appearance is no more than a shimmer in the air, indicating the transition from the Otherworld into Hibernia. To Elves and Lurikeens that have been outside the Veil for extended periods of time, the Veil appears to them as a white, misty area full of shifting colors, as if they had walked into a cloud pulsing with light. In the area where the Shar pass back and forth between the worlds, the Veil has a similar appearance where it contacts the ordinary world. But as one approaches the Shar Labyrinth, the Veil becomes a swirling mass of black and gray clouds that pulse with red, orange, and golden light, for the Veil has absorbed some of the evil magic of the Shar.

To the Firbolgs, Celts and Sylvan, the Veil appears as the white, misty area of shifting colors, if they are able to even see it at all. In most cases, those not of the Veil cannot see its magic. This lack of vision of the Veil caused a problem for the Shar when they were forced to ask the people of Hibernia for help. To aid the Shar, these races must not only be able to see the Veil but to pass through it. Thus the Shar, much to the dismay of the Elves beyond the Veil, used their magical abilities to open the barrier between the worlds, allowing all of Hibernia to enter the Otherworld for the first time.

The Otherworld AND HOW THE LABYRINTH CAME TO BE

When the Shar first passed through the Veil, they found themselves in the strange, magical land of the Otherworld. The land was filled with unusual plants, and unique creatures roamed freely. The air around them hummed with power, swirling and dancing with colors never before seen by the Shar. From time to time, strange storms of magic would sweep across this land. The Shar Queen knew her people needed protection from these storms. When the design for the Labyrinth was begun, the Queen ordered that the Labyrinth be built within an enclosed space to provide protection for her people.

This enclosed space was the most challenging part of the Labyrinth, and it was what forced the Shar to develop their control of the physical environment of the Otherworld. Using their combined skills, the Shar were able to lift up a section of land to form a cave. Once this roof was stabilized with more magic, construction of the main part of the Labyrinth began. This section was to be where most of the population of Shar were to live. Its entrance was directly linked to the Veil, so the Shar could travel between the two worlds as needed, and a special portal was set up to link the Labyrinth to the necessary mines.

Even before the first part of the Labyrinth was complete, the Shar were raising another, larger roof over another section of the Otherworld, for it was determined that the first section would not be big enough to hold all the Shar. While still labyrinthine in nature like the first area, the layout of this second area was more open. The paths of the city twisted and turned through the slender, pointed buildings of the Shar, to suddenly open up into large courtyards of wild Otherworld plants ... only to disappear again in the maze of buildings. Windows of etched glass were placed in the ceilings and walls to allow visions of the Otherworld to be seen by all who roamed the area.

Beyond this second area, the Shar raised a third cave intended to be the location of the Queen's palace and the houses of her chosen advisors, court and servants. All three sections of the Labyrinth were maintained through the power of the Shar's magic.

When the Shar Queen realized that the treacherous Morrighan had possessed many of her people, and that

the rest were in danger of being enslaved, she ordered all to abandon the palatial areas of the Labyrinth. As the Shar retreated through the middle of the Labyrinth, they used their magic to make physical barriers to keep out the Morrighan's army. Buildings were pulled down and the gardens of Otherworld plants were encouraged to grow out of control, blocking many of the paths through the area. The Shar released a good deal of the magic that held up the roof and walls of the area, allowing some parts of them to fall in, creating more blockades, although other parts of the roof and ceiling remained in place. Through these openings, the Otherworld slowly reclaimed the areas formed by the Shar.

At the passage from the upper Labyrinth into parts now claimed by the Otherworld and the Morrighan's army, the Shar erected a magical barrier. The non-possessed Shar could move easily through the barrier between the Labyrinth and the Otherworld, but those under the Morrighan's sway were denied, for the most part. The non-possessed Shar have managed to create a similar barrier in the Otherworld, near the possessed palatial area of the Labyrinth, giving them a safe haven for when they are out battling the Morrighan's army. These barriers are a constant source of attack by the Morrighan's army.

The History of the Shar Labyrinth

The origins of the Shar are a closely guarded secret by order of their Queen. When asked about their origins, the Shar will simply smile and not answer. Outsiders believe their tale is yet unknown because it holds a secret weakness that could be used to bring down the Shar Empire. What is known about the Shar, is that the first of their kind were spotted shortly after the Elves made their appearance in Hibernia, long before the Veil was raised. Other than that, the history of the Shar is shrouded in speculation and rumor. Their tale is whispered at a safe distance from Shar's ears, to keep from angering them by discussing what is forbidden.

When the Shar first came into existence, they were a weak race. They regarded their neighbors, the Elves, with both fear and distaste. The Shar huddled in groups, hidden in the shadows to avoid discovery. They feared imprisonment or enslavement by the Elves, although they had no proof of such an intention. One Shar, at the time thought to be quite reckless, but later heralded as brave,

set off into the wilds of Hibernia to seek out a place for her people. She was gone for almost a year. As time passed, the others thought she had been killed or was lost forever, but that was not the case.

When the brave Shar returned, she told the others of a place far from the Elves, where the Shar could live without fear and grow strong. The others, excited by this idea, followed her to a remote location in Hibernia.

There, the Shar spent time slowly increasing their strength and magical abilities in complete isolation. But the solitude did not last. Soon, other inhabitants of Hibernia began exploring. The Shar feared discovery by the Elves and Lurikeens, and by the Firbolgs and Celts who had arrived more recently in Hibernia. As the Shar began to panic and wonder about a way to escape these new and curious explorers, fate lent its hand to them.

Conflicts between the Elves, Firbolgs and Celts had been brewing, and had recently reached an unbearable level. Unwilling to compromise, the Elves decided that they would separate the worlds of magic and nature. They would raise the Veil and retreat into the magical world, leaving the natural one for the Celts and Firbolgs. Hidden from view, the Shar watched the Elves and Lurikeens worked their magic and passed through the veil into the world beyond. The female who had discovered the Shar's first home, now an elder of her people, knew that they were creatures of magic like the Elves. She chose her bravest men and women and led them in an attempt to pass through the Veil. Once this group successfully passed through, the Shar abandoned their hidden home and followed their leader into the Veil. Here, they would build their new home far from the Elves and Lurikeens.

As creatures of magic, the Shar thrived in a world of pure magic. This made their move into the Veil very fortunate for the Shar, and very unfortunate for the other races of Hibernia. Under the guidance of their self-declared Queen, their skills and strength grew rapidly. Soon their power rivaled that of the Elves. Their previous feelings of weakness and fear dissolved into an attitude of superiority, and a desire to conquer and rule those that were once feared. They turned their attention to their distant neighbors, the Elves and Lurikeens. As part of their plan, the Queen ordered the Shar to build a city in the Otherworld, fit for not only a Queen, but an empire. With their newly-honed magic, the Shar would create a magnificent labyrinth, fit to house their seat of power.

By the time the Elves realized that they had moved to the Otherworld, the Shar were too well established and powerful to be easily removed. They were unhappy about the

circumstances, but the Elves had no choice but to allow the Shar to stay. Although many Shar believed they were stronger than the Elves, the Shar Queen knew that her people were still at a disadvantage. After all, the Elves had the Lurikeens as their allies. Under the guise of friendship, the Shar Queen made a pact with the Elves. She agreed that her people would stay within the Labyrinth. They would not venture into Elven territory, as long as the Elves stayed away from their Labyrinth. The Elves agreed to the pact, but they were not fooled. They could sense the Shar Queen's evil motives, but knew they didn't have the strength to use force against the Shar at the time.

Over time, the Elves and Lurikeens ventured back into the world of Hibernia to aid in the battle against Albion and Midgard. In the meantime, the Shar remained in their Labyrinth, building their power until the time was right for conquest.

The Queen's Labyrinth (the Possessed Shar City)

It is said that the Shar's relationship with the goddess known as the Morrighan began shortly after the Shar came into existence. Those who spend their time speculating on the history and origins of the Shar believe the Morrighan herself sent a vision to the brave female Shar. This vision led her to the remote location that would become Shar's first home. Philosophers who study the gods and goddesses say that perhaps the Morrighan recognized the potential for war and death in the Shar. She smiled upon them, promising the young female a place as a queen, and a safe haven for her people in exchange for their worship. No matter its origins, there was a strong link between the Shar and the Morrighan.

When the Shar left Hibernia to live in the Otherworld, the link between them and the Morrighan was weakened. This concerned the Shar Queen. She worried that if the Morrighan could not properly sense her peoples' worship, she would not fulfill their desire to conquer their enemies. The Queen also worried that if the Shar could not hear their goddess speak to them through her, as she did in Hibernia, they would lose their faith. The Queen was forced to take measures to ensure that the link

between her people and their goddess would be preserved.

In the part of the Labyrinth set aside for the Queen and her court, a large courtyard was constructed. When it was done, the Queen summoned her people to the courtyard, to participate in its dedication to the Morrighan. It was her hope that by focusing their worship in one place, a new link could be forged through the barrier of the Veil. To her dismay, the results were less than satisfactory; for the link to the goddess was still weak even after the measures she had taken. In a fit of anger, the Queen unleashed a powerful spell at one of the courtyards. In her fury, she blasted a hole not only through the wall, but through the Veil itself into Hibernia. Everyone was shocked by the Queen's powers, but none more than the Queen herself. Believing it to be a sign from the Morrighan, the Queen stepped through the opening into the world of Hibernia.

Through the opening, the Queen found not only a vast underground forest, but a link to the bog where the Shar had lived before they moved beyond the Veil. She also discovered that tunnels from this forest led to other cities where non-Hibernian races lived. The most important, and ultimately most terrible discovery, was the cave beyond the forest. The cave was the focus of power for the evil that heard the call of the Shar to their goddess and answered it in the form of the Morrighan incarnate. If the Queen had not torn the hole in the Veil between the worlds, the imposter goddess would have never gained the power that she did over the Shar.

By opening a doorway between the worlds, the imposter goddess was able to gain access to a world that had formerly been denied to her. Through her guise as the goddess the Shar had known for so long, she was quietly able to take control of the minds and souls of the Shar for her own plans. The false Morrighan played upon the Shar's desire to conquer their enemies. While openly assuring the Queen that the Shar would defeat their enemies, the imposter whispered lies to the population. Beginning with the lowest (and thus most disgruntled) in the Shar society, and slowly working her way up, the false Morrighan whispered lies. She told them that their Queen only thirsted for power and did not care for her people. She told them that their queen would sacrifice them all for the sake of her crown, and that she held riches she would not share with her people. In secret, the false Morrighan promised that she could deliver the Shar to the victory and riches their queen could not. In exchange, they would follow her will. Always a power-

hungry people, the Shar willingly gave up their minds and souls to the Morrighan, the goddess they had always known.

When her army was strong enough, the false Morrighan ordered them to rise up and take control of the Queen's Labyrinth. It was only through pure chance that the Shar Queen overheard talk of the mutiny before it happened. Using her magical abilities, she uncovered the imposter's treacherous plot and sent orders throughout the entire Labyrinth. She called to those who were still loyal to her to come to the Queen's Labyrinth to fight the deceived army. The battle was fierce, and destroyed large sections of the Queen's Labyrinth, but neither force could defeat the other. As the false Morrighan pulled her army back, retreating into the underground forest to nurse their wounds and rebuild her forces, the Shar Queen ordered her people to withdraw to the upper part of the Labyrinth.

As they made their way through the middle of the Labyrinth, the Shar used their magic to create physical barriers between themselves and the possessed Shar of the Morrighan. They pulled down buildings and forced the gardens to grow into great blockades. The free Shar also released the magic that supported the roof and walls of the Queen's Labyrinth, allowing parts to collapse and form barriers. Once the Morrighan realized what the Shar had done, she used her own powers to stabilize the walls and ceiling and stop the destruction. The free Shar know that one day, they will defeat the Morrighan's forces and reclaim the Queen's Labyrinth from this new enemy.

Glashtin Forges

With the influence of the Morrighan's power, more and more evil creatures have been drawn to Hibernia. Many have been drawn solely by the evil, but others have been summoned by the Morrighan for specific purposes. Some have been called to provide food for the Morrighan's army, while others have been called to provide armor and weapons. The need to outfit her army for battle led the Morrighan to summon a strange group of creatures called the glashtin to her.

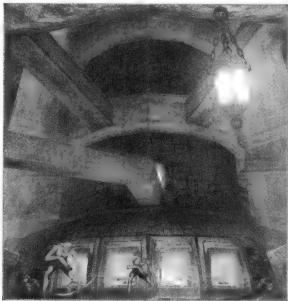
The glashtin are small, subterranean creatures with hunched backs and long, skinny fingers. They have long, skinny arms and legs and walk with a shuffling, crouched motion. While they look quite weak, they are very strong, and with their nimble fingers they have become quite skilled at making armor and weapons. The glashtin charge a high price for their work, but the Morrighan is

not worried. It is the people and land of Hibernia that will pay the price for the glashtin's work.

The glashtin are the antithesis of Hibernia. Where Hibernia is green, lush, and natural, the glashtin are dark, barren and industrial. In the depths of the earth, the Morrighan has granted the glashtin a series of winding tunnels and massive rooms in which to forge the armor and weapons the Morrighan needs for her army. But large rooms are not the only things the glashtin need for forging armor and weapons. Fire is needed as well.

To feed their forges, the glashtin have begun to cut down the trees throughout Hibernia, starting with the trees that surround the entrance to their cave. They range far and wide seeking the biggest trees, and then drag them back to their forges through tunnels they have dug under Hibernia. They also cut any tree roots they encounter in their tunnels and burn them in the forges. In the forges, the glashtin smelt the ore they have dug out of the ground as they dig their tunnels beneath Hibernia.

The smoke from the burning trees, the tunnels that burrow through the very ground, and the poisonous fumes exuded by the smelting of the ore have all begun to poison Hibernia. Slowly the land is dying from the toxins being released into it. Until the Morrighan is defeated, the glashtin, led by their commander Ard-hairn Kator (overlord Kator) will continue to run their forges to make weapons and armor for her.



NEW FACES

By Kwip

Is it just me, or is everyone wondering where these new people keep turning up from? I mean, our various kingdoms have been at war for what, a bazillion years, and people are just now deciding they want to join up? What were they doing before this, hiding under white flags? I highly doubt this — speaking plainly as an Albion that's raided both of the other realms, we're not really partial to letting folks from other realms live. It's nothing personal, mind you — it's just our duty to see that you're all wiped from existence.

It's not just us, either. I have it on good authority that Midgard eats babies from other realms, and won't be happy till they've moved the rest of us onto their "cattle farms." And as for the wackos over in Hibernia — well, I don't have to go into details about the sort of people who consort with Lurikeens. You just *know* they're up to no good.

But here we are, fighting back and forth for ages, and suddenly all these new classes wake up and say, "Hey, you know — that sort of looks like fun, that trying to kill each other business. I think I'd like to try that!"

I guess I can understand that, though. If you consider the long-standing feud between the Vampires and the Valkyries (as a result of the dreaded "He Borrowed The Hedge Clippers And Hasn't Returned Them" Battle from a few years ago), it was a given that as soon as the Vampires decided to help out the Hibernians, the Valkyries would be getting involved.

Being the student of history I am, I thought I'd take a moment to look at the history behind these new factions and why they're now choosing to get involved. There's going to be a great deal of rumor and myth floating around about them and their origins, but I'll present the information here in a completely fact-based, non-biased forum (unlike the way those annoying little Lurikeens would present it, the lying little munchkins!).

The Vampires. The Vampires have been around ever since an elven teenager, Nigel, felt misunderstood by his parents and teachers. Donning an outfit of black leather, he stormed off into the night to research forbidden magic and smoke a lot of clove cigarettes. Unfortunately for the young Soon-To-Be-Vampir, he encountered an evil Eldritch and tried to play the "What Does My Finger Smell Like?" game. The Eldritch, having fallen prey to that exact same trick in the last village, instead cursed the young elf's left hand to turn it into an ugly claw. Nigel, being a fierce opportunist, took advantage of this curse to sue the local Hero Academy

under the Equal Opportunities Act for not having any classes for claw-wielding fighters. This paved the way for the Crab Rebellion of 1204 but, unfortunately for them, they taste really fine with a bit of butter, so the battlefields were routinely overwhelmed by hordes of hungry fat people.

Nigel took his training with claw fighting and added some magic to begin the Order of Vampires (this was actually a typo in the guild registration form, but Nigel later thought it looked pretty rad, so he decided to let it stand).

Vampires are known to use some dastardly combat tactics. Because of their tendency to wear tight leather, they're able to engage in hip shaking known to mesmerize their opponents. They're also known to flick their lit clove cigarettes at opponents, which they refer to as their "Flame Strike."

The Vampires became involved in the Realm Wars when the Elven Queen promised them Coffee Shops with open-mic poetry slams.

The Bainshees. The Bainshees were started by Susan, the wife of Darby. After a long night of being at the pub, Darby came home and informed his wife exactly what he thought of her mother. The resulting scream from Susan exploded poor Darby's head. Susan, realizing her power, took command of the town. Susan began teaching her powers to other women in the village, and the men of the village found themselves at their mercy. They were forced to come home early from the pub, tuck in their shirts, wear pants around the house and treat their mother-in-laws with respect.

The name "Bainshee" came about when a passing merchant asked a man of the town who the woman Susan was, to command such respect as she did. The villager replied, "Her? A pain, she is." Unfortunately due to his thick Gaelic accent, the merchant heard "Bainshee," and that's how the women of the village came to be known.

The Bainshees joined the Realm Wars because a Warlock referred to one of them as a "chick."

The Warlocks. Warlocks are all about Death Metal. These rock and roll bad boys were actually Spiritmasters at one time, but due to some issues with personal hygiene, the rest of the Spiritmasters locked them in caves deep underground. The Warlocks refused to give in (since everyone knows that deodorant is not Metal), and decided to one-up the snotty Spiritmasters and become *better* spellcasters than they were. Mostly just so they could walk around feeling smug about it.

To that end, they take great delight in slowly casting their spells. Sometimes, to *really* rub it in, they'll fire off several spells in one casting to show the Spiritmasters who's boss.

Warlocks are fighting in the Realm Wars because some of them attempted to get a Bainshee as their lead singer, and during her audition she exploded the heads of all of the rest of the band. The Warlocks hope to conquer the Bainshees and make them sign lucrative recording contracts that involve big hairdos, spandex and lots of mascara.

The Valkyries. The Valkyries were started by two sisters that were, ah, "big boned." Renowned for their huge ... appetites, the sisters were charged with the task of carrying the Honorable Dead to Valhalla, the Hall of the Gods. To accomplish this, they were trained not only in melee weapons, but also in a special type of magic that makes use of their ... attributes. This magic is known as "Affecting Areas with their Cones."

Ah — no, I'm sorry, I seem to have mis-read that. It seems their magic is cone-shaped and...no, wait, that doesn't sound much better. Look — they have a new type of magic, and it affects everyone in front of them. In a cone-shaped area. Also, it does not involve dropping their tops, as earlier reports indicated.

The Valkyries became involved in the Realm Wars when they were promised a chance to pound the snot out of all the Vampires they wanted, as well as other classes that couldn't keep their eyes above the horizon, if you catch my drift.

The Heretics. Heretics are clerics and priests that have come to realize that there are some people in the world that God really does hate and wishes ill towards. Whereas their wussy brethren in the Church of Albion believe in loving the Just and smiting the Wicked, Heretics believe in "Smite 'Em All, Let Arawn Sort 'Em Out!"

They have abandoned any sort of pretense of being there to help. Instead, they're there mostly to see that *everyone* dies. While the Church of Albion looks only towards punishing sin, Heretics believe that stupidity is a sin and we're *all* sinners. So by killing everyone around them, they're reducing the sin of the world, and making it ... Ah, who am I kidding? Heretics just like killing.

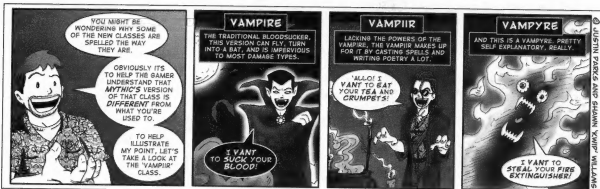
To show you how evil they can be, the Heretics have the power to raise fallen comrades as "a horribly twisted creature that can do damage to enemies for a period of time before reverting back to normal form with only a small number of hit points remaining." In other words, they raise you up as this big, bad monster — and you get to charge back into the enemy's ranks. At which point you revert back to your old self with barely any hit points left.

Heretics got involved in the Realm Wars — well, actually, they've always *wanted* to get involved in the Realm Wars. It's just that everyone else in Albion finally ran out of excuses for them *not* to fight, and can no longer hold them back.

Summary. In closing — well, I think it's obvious the well's been tapped. The crazies have now taken to the front lines, and the rest of us are going to pay. It might seem all well and fine to have a black-clad teammate next to you tearing through some stinky Norse one minute, but the next minute when he's trying to recite his poem "Ode to Death of My Love and Innocence and Childhood and Dark Thoughts About Black Leather and Mascara" — well, we'll just see how grateful you are for your new Realmmates *then*, bucko. Don't come crying to me, either.

I'll be holding confessions at the Altar of Stupidity with my fellow Heretics.

Shawn "Kwip" Williams' and Justin "Kaigon" Parks' unique views of this and other games can be found on the web at neernemeener.net.



FOR THOSE OCCASIONS WHEN CHAIN MAIL IS JUST TOO FORMAL

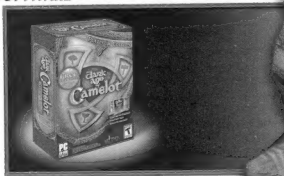
APPAREL



COLLECTIBLES



SOFTWARE



THE MYTHIC STORE ONLINE CATALOG
www.mythicstore.com

© 2001-2004 Mythic Entertainment, Inc. All rights reserved. Mythic Entertainment, the Mythic Entertainment logo, "Dark Age of Camelot" and the stylized Celtic knot are trademarks or registered trademarks of Mythic Entertainment, Inc., in the U.S. and/or other countries.

A Guide to Light Your Way

Full color maps of the
Catacombs, PLUS every
New Frontiers zone!

Key treasure
and drop stats.

Complete stats for new monsters.

Designer and player strategies
for the five new character classes!

Getting the most out
of player housing.

© 2001-2004 Mythic Entertainment, Inc. All rights reserved. Mythic Entertainment, the Mythic Entertainment logo, "Shrouded Isles," "Foundations," "Trials of Atlantis," "New Frontiers," "Catacombs" and "Dark Age of Camelot" and the stylized Celtic knot are trademarks or registered trademarks of Mythic Entertainment, Inc. in the U.S. and/or other countries. Windows and DirectX are trademarks or registered trademarks of Microsoft Corporation in the U.S. and other countries. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks are the property of their respective owners.

ISBN 0-7615-4949-6



primagames.com®

The Prima Games logo is a registered trademark of Random House, Inc., registered in the United States and other countries. Primagames.com is a registered trademark of Random House, Inc., registered in the United States.